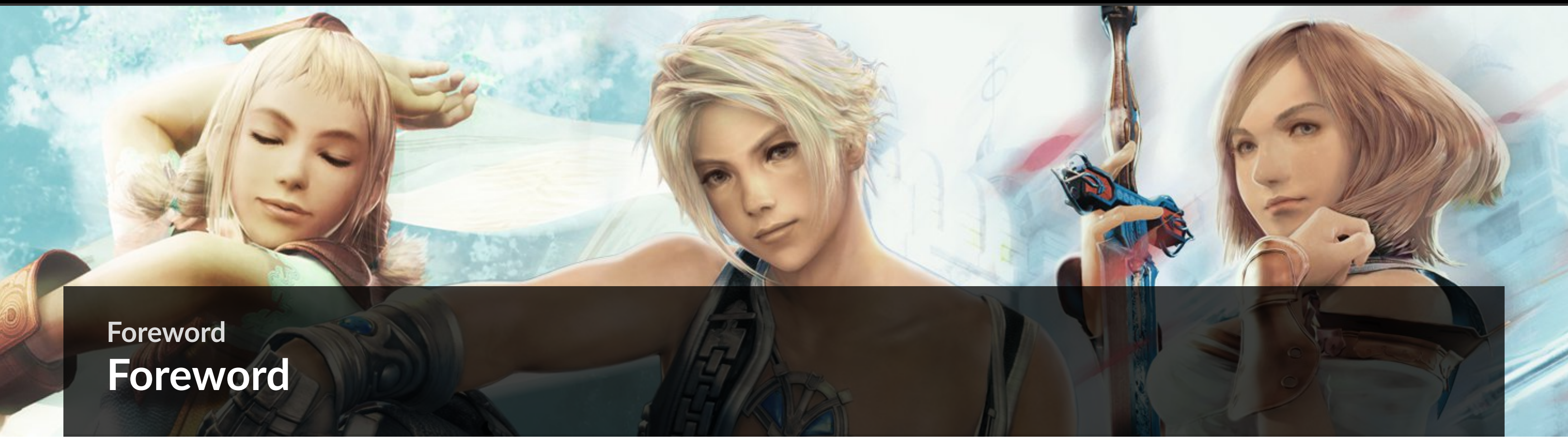
Changelog

Updates

July 18, 2017

- Updated Bushi job board to correct issue with core node and missable node descriptions.



Foreword

To Ivalice, once again.

The origin of *FINAL FANTASY XII: THE ZODIAC AGE* starts with the original *FINAL FANTASY XII* which was released on PlayStation 2 in 2006. The game had the honor of receiving many best game awards with its unique game system that granted players great freedom and strategic ability, and by its graphical expressiveness that utilized the hardware's capability to its fullest potential, in the world called Ivalice that inherited the genes of *FINAL FANTASY TACTICS*.

When I received the opportunity to create the HD remaster of this title with members from the original development team from over 10 years ago, the first thing that I thought was "to not only improve visual and sound expression, but also to reconstruct the game design itself so that the players can experience a new *FINAL FANTASY XII* as a modern game."

In order to do so, we devised multiple mechanics based on the *FINAL FANTASY XII INTERNATIONAL ZODIAC JOB SYSTEM* that was only released in Japan in 2007. The idea was to create a more comfortable gameplay experience for our players, including changes to the growth system and the battle design where different strategies can be used compared to the original.

With that said, this strategy guide will be very beneficial for you to enjoy exploring this newly reborn Ivalice. You can use this as your guide to progress through the main story, but I'd love for you to make use of it for other elements in the game such as Mob Hunts, battles against Espers, and to explore the depths of the Necrohol of Nabudis and other dungeons. I am sure that the more you play the game, the more you will come across new findings on the maps, experience the growth of the characters, and feel the excitement when the breadth of your strategy expands.

And it does not just end there. We have included two other modes in the game, noted below, for you to enjoy the experience and challenge yourself even more.

Trial Mode

Players will use their characters that they have developed and battle through a total of 100 stages.

Remaining HP and MP and status effects after each stage will be carried over onto the next stage.

You can power through at first but as the stages become more difficult as you fight through them, and you will not be able to win with a single Gambit pattern even at max level.

Players will enjoy a thrilling battle where you have to think about your strategy, remaining HP and items per stage to complete the trial.

Weak Mode

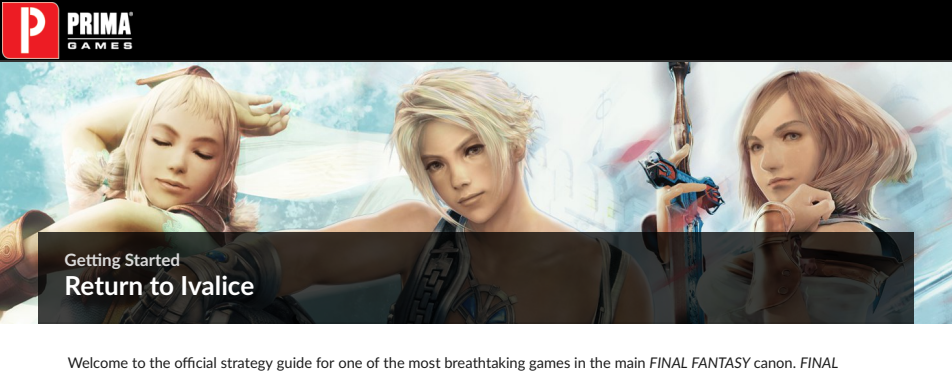
A mode that you can select after clearing the Trial mode, where your characters will not gain any experience points, and will stay at their default level in the main game.

These two modes highlight the true appeal, or even the true worth, of the Gambit system—the battle system used in *FINAL FANTASY XII*. Please challenge yourself with these two modes by utilizing the skills and methods that you've acquired by playing through the main game. I am certain that you will be able to experience a new form of gameplay with these two modes.

I hope that your adventure in Ivalice will become a wonderfully fulfilling experience and will be enhanced even further with this strategy guide.

FINAL FANTASY XII: THE ZODIAC AGE Producer

Hiroaki Kato



Getting Started

Return to Ivalice

Welcome to the official strategy guide for one of the most breathtaking games in the main *FINAL FANTASY* canon. *FINAL FANTASY XII* was a unique and major turning point for Square Enix and game design at large, far enough ahead of its time that it has not suffered from the decade since the original release. And this re-release of *FINAL FANTASY XII* is not merely a graphic overhaul. For old fans, *THE ZODIAC AGE* adds many new features and goodies to the *FINAL FANTASY XII* experience you'll remember. For newcomers, consider this the definitive edition of *FFXII*, and dive right in.

Our guide has the level of help you need, whether what you seek is as simple as an overview map or as complex as an in-depth look at the intricacies of the game's battle system. This guide provides a step-by-step walkthrough of the main story, a thorough guide to the game's myriad hunts, secrets, and side quests, and comprehensive data for all the enemies, items, equipment, magicks, and technicks.

Perhaps best of all, though, is that this guide provides an in-depth look at *FINAL FANTASY XII*'s challenging gameplay elements: licenses, gambits, and the new Zodiac Job System. Before you dive into the main story or tackle any side quests, make sure you check out the coverage of these important topics, especially the Zodiac Job System chapter.

Major changes from original *FINAL FANTASY XII*

The Zodiac Job System: In a huge change to the original game, there are now 12 jobs to choose from. Once a character selects a job, it can never be changed, but each character can also add a second job to further specialize or diversify their abilities.

Controllable Guest Characters and Espers: Before, temporary allies (whether human or supernatural) were outside your control. You couldn't move them around, issue them commands, or alter their gambits. That's all changed. Now you can pilot guests and customize their gambits to your liking. The only thing you can't do is change their equipment. And in addition to being controllable, Espers now stick around much longer!

Reshuffled Treasure Locations: Treasure chests are in many new locations, are more numerous, and more generous.

Gambits Unleashed: Instead of receiving more and more gambits throughout the game, now you can simply buy every single gambit pretty early on. This means you can go ahead and make the gambits you want to make, rather than having to wait till much later in the game for the parameters and conditions your party needs.

Some Item and Enemy Changes: While there aren't tons of changes, the stats and acquisition methods of some pieces of gear have changed. A handful of enemies also received minor stat or drop changes. This is not as significant as those changes listed above, though.

Post-Game Challenges

Trial Mode: A lengthy gauntlet of 100 arena battles that uses your save info from the main game. The battles toward the end of this mode stand with the toughest elite mark hunts and Esper battles of the core game.

New Game+ and New Game-: A challenging spin on New Game+ modes in which follow-up playthroughs can be made much easier, starting at level 90...or much harder, with EXP gain disabled, and characters forever stuck at their starting levels.

Quality of Life Improvements

All-new HD presentation: 1080p graphics, modern visual effects, and a re-orchestrated score totally refreshes what was one of the audio-visual crown jewels of the PlayStation 2.

Auto-Saves: The most recent zone transition becomes an automatic save point!

Map Overlay: During exploration or combat, press **L3** to conveniently view a map without needing to pause the action.

Speed Mode: Play at double or quadruple speed! Greatly reduce the amount of time it takes to traverse large areas, search for treasure, or build up big chains defeating foes. When needed, toggling Speed Mode on or off is as easy as tapping **L1**.

The Story of Ivalice

A great era of peace and prosperity is fading. The stability bestowed upon Ivalice in the founding days of the Dynast-King has been darkened by the likelihood of war between empires. Rozarria and Archadia seem destined to collide, crushing whatever stands between them.

Indeed, the Archadian push west toward Rozarria has already consumed Nabradia and its sibling sovereignty, the small, peaceful Kingdom of Dalmasca. *FINAL FANTASY XII* opens with a quick glimpse of the last throes of pre-Imperial Dalmasca and its desperate fight for freedom, followed by an equally desperate negotiation for peace. In the opening tutorial mission, you participate in a final, fateful attempt to deliver land and king from the clutches of Archadian domination.

Fast forward two years: In the Dalmascan capital city of Rabanastre, a new consul, Vayne Solidor, son of the Archadian emperor, arrives with a message of hope and renewal for the citizens of that subjugated land. However, his silver-tongued speech doesn't fully convince Vaan, an orphaned street boy who sees the Empire as a thieving bully that has robbed his country of wealth and dignity.

Vaan dreams of escape, seeing his future in the skies as a sky pirate. First, though, he wants some measure of revenge. His bold attempt to infiltrate the Royal Palace during the consul's inaugural fete to take back some of the treasure that belongs to Dalmasca leads Vaan straight into the clasp of a destiny none could foresee. It is a destiny that includes an exhilarating adventure in the company of sky pirates, a princess, and a great fallen Knight of the Order. As such, the tale begins.

Races of Ivalice

Hume

Some call it the race of "dominance." Many Humes have an abiding attraction to power, much more so than the other races of Ivalice. The Hume's insatiable will to power could be a cause of the rising fury that threatens to consume Ivalice.

However, the race's deep-seated curiosity and desire for knowledge has driven the creation of innovative ways and technologies. Sophisticated and stable internal political systems, stunning and nuanced architecture, and the dogged pursuit of a better, more secure life are the culmination of the Hume race.

Viera

To the Viera, seclusion is a way of life, a given. This nubile race has avoided all political and cultural contact with Humes and other races for hundreds of years. The timeline of their unique history seems uneventful, in an almost monastic way. Over the centuries, the Viera have never migrated beyond the tangled interiors of the forbidding central forests of Ivalice.

Why? Because the Viera see themselves as an inextricable part of "the Wood," almost as a biological component of a greater being. They have long considered interaction with the outside world to be against the will of the Wood. Those rare Viera who do leave the forest become objects of contempt within their race. However, the imperial conflagrations of recent years, with much of the great forest burnt and villages lost, have awakened many more Viera to doubts about their tradition of seclusion.

Special Characteristics

Long Ears	Prominent, highly sensitive listening organs. Worthy of their name "forest hunters," Viera can detect even the most subtle sounds.
Silver Hair	There is no individual hair color in the Viera race, as all Viera have silver hair. Those few who migrate into the world of Humes, though, often dye their locks.
Feet	Viera have pointed feet. These unique appendages make stiletto heels the best footwear for maintaining balance.

Moogle

Moogles have a great tradition of expertise in the area of engineering, as the race has long relied on the clever development of machines. An obvious adaptation to their small size, this mechanical skill puts them on equal terms with other races. In particular, Moogles excel at the creation and maintenance of airships, although they are very adept at other types of technology.

Special Characteristics

Pom-Pom	A fluffy fur-ball headpiece is the trademark of the Moogle race. Each individual Moogle has its own color of Pom-Pom.
Wings	Small wings, not unlike those of a bat. Due to the near-vestigial quality of these wings, only a few Moogles can use them to fly.
Hands	Deft, dexterous, highly skilled hands are perfect for delicate technical work or playing instruments. Moogle musicians often provide accompaniment for public ceremonies or parades.

Bangaa

Bangaa body color has many different hues. At one time, many believed that these colors determined the personality and physical abilities of each Bangaa. For example, the yellow skinned "Rugua Bangaa" was said to be friendly and intelligent, while a blue skinned "Fierce Bangaa" displayed a strong sense of justice and great physical prowess. The red "Bista Bangaa" and the steel gray "Sanga Bangaa" featured other social traits of note. However, today there are so many Bangaa of mixed blood that this theory doesn't apply anymore.

Special Characteristics

Face	Highly reptilian facial features with tiny eyes. Because Bangaa don't rely much on their eyesight, some of them actually sport blindfolds as a fashion statement!
Hanging Ears	The characteristic Bangaa ears are split in two and droop downwards. Some individuals have short ears, though.
Physical Frame	Always big and brawny. Even ascetic Bangaa monks are blessed with considerable brawn!

Seeq

The Seeq are a more primitive race. They don't wear much clothing and display little in the way of intellectual curiosity. What they do display is a passion for "shiny things", like jewels and gold, that they love to drape across their bodies. In the eyes of most other races, Seeq exhibit somewhat poor fashion taste and often end up looking unbalanced and, well, comical.

The Seeq also have a strong interest in the acquisition of gil. Because of their fairly low intellect, simple personalities, and penchant to immediately spend whatever gil they get their hands on, very few Seeq ever achieve significant financial success.

Special Characteristics

Mouth	With its upturned nose and narrow oral cavity, the Seeq struggles mightily with verbal pronunciation. Seeq cannot speak quickly and rarely talk for long periods of time.
Skin Color	Although there were originally only three Seeq skin colors (mauve, light yellow and orange), the interbreeding of Seeq with these skin types has created greater variation.
Physical Frame	Seeq have strong and stable frames that are capable of bringing power to bear quickly. Females have a slightly different frame than males.

Vaan-Age: 17

"A boy who sees freedom in the skies."

After losing his parents to the plague and his brother, Reks, to treachery and war, Vaan is now a child of the streets. He's now a leader of a sub-culture of war orphans who roam the slums of Rabanastre.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	82–83	30–33	23	22	24	24
10	280–314	67–93	28	27	27	25
20	640–737	120–187	34	32	31	26
30	1103–1284	175–284	39	37	35	28
40	1542–1802	242–404	45	42	39	29
50	2241–2632	300–506	51	48	42	31
60	2859–3364	353–600	56	53	46	32
70	3209–3776	393–667	62	58	50	33
80	3613–4252	434–734	68	63	54	35
90	4164–4905	460–774	73	69	57	36
99	4786–5643	473–786	78	73	61	37

The stat charts in this chapter give the base stat ranges of each character.

Ashe-Age: 19

"A princess who had lost everything."

The daughter of the Dalmascan king and heir to the throne, Lady Ashe first loses her newlywed husband Rasler and then her country to the Archadian juggernaut. The official story is that she took her own life in the aftermath of the Imperial conquest. However, resistance is in her blood, as is the legacy of the Dynast-King.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
3	99–106	56–65	22	25	24	23
10	251–282	87–116	26	29	26	24
20	584–674	146–219	31	34	29	25
30	1013–1180	205–324	36	40	33	26
40	1418–1659	278–455	42	45	36	28
50	2065–2427	341–566	47	51	40	29
60	2637–3104	400–668	52	56	43	30
70	2960–3485	443–741	58	62	47	32
80	3334–3926	487–814	63	67	50	33
90	3844–4530	516–858	68	73	53	34
99	4420–5212	529–871	73	78	57	36

Basch-Age: 36

"A loyal knight branded as traitor."

This great hero of Dalmasca, captain of the Order of Knights, now stands accused of the assassination of his oathsworn liege, King Raminas. Word is that Basch saw the King's attempt to sue for peace with Archadia as a betrayal of the kingdom. But is that word true?

Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	139–146	31–38	26	21	20	23
10	304–338	56–79	30	24	22	24
20	667–765	102–161	35	28	25	25
30	1133–1315	150–245	41	33	28	26
40	1574–1836	209–351	46	37	31	28
50	2279–2672	259–439	51	41	34	29
60	2900–3409	306–521	57	46	36	30
70	3253–3824	341–580	62	50	39	31
80	3660–4303	376–638	68	55	42	33
90	4215–4960	400–673	73	59	45	34
99	4841–5703	410–684	78	63	47	35

Penelo-Age: 17

"Vaan's friend."

Penelo loves Vaan like a brother. Her own parents, who were lost in the recent war, took in Vaan after his loss and raised him as one of their own. She sees the natural leader in him, even if he doesn't quite see it himself.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	64–66	38–41	20	21	23	24
10	242–273	79–109	25	26	26	25
20	566–653	139–215	30	32	30	26
30	982–1144	202–325	35	37	34	27
40	1375–1609	278–462	40	43	38	29
50	2003–2354	343–577	45	49	41	30
60	2558–3012	404–684	50	54	45	31
70	2872–3381	449–760	55	60	49	32
80	3235–3809	495–836	60	66	53	34
90	3730–4395	525–881	65	71	56	35
99	4288–5058	539–895	70	76	60	36

Fran-Age: Unknown

"A master of weapons."

A Viera female with a strong sensitivity to the Mist, Fran is a loyal partner and co-pilot to Balthier. She's quite a formidable warrior and a mechanic to boot. Her adjustment to the greater world since abandoning the forest dwellings of her race is nearly complete. But can one ever completely forsake the voice of the Wood?

Level	HP	MP	Strength	Magick Power	Vitality	Speed
2	84–89	44–50	23	20	26	23
10	254–286	77–104	27	24	29	24
20	591–680	131–199	32	29	33	25
30	1022–1190	187–297	37	34	37	27
40	1430–1672	255–420	42	39	40	28
50	2082–2446	314–523	47	44	44	30
60	2657–3129	368–618	52	49	48	31
70	2983–3512	409–686	57	54	51	52
80	3360–3956	450–754	62	59	55	34
90	3874–4564	477–795	67	64	59	35
99	4453–5252	489–807	71	68	62	36

Balthier-Age: 22

"A dashing sky pirate."

A man of wit, charm and a mysterious past, Balthier owes allegiance to no crown or council. He prowls the skies of Ivalice with his partner, Fran, in search of treasure and perhaps something else...

Level	HP	MP	Strength	Magick Power	Vitality	Speed
2	101–105	34–39	25	18	24	24
10	278–311	65–90	29	22	27	25
20	629–723	116–180	34	27	31	26
30	1079–1255	168–272	39	31	34	28
40	1505–1758	232–387	44	36	38	29
50	2186–2566	288–485	50	41	41	31
60	2787–3278	339–574	55	45	45	32
70	3127–3679	377–638	60	50	48	34
80	3520–4142	416–702	65	54	52	35
90	4056–4777	441–741	71	59	55	37
99	4661–5495	453–752	75	63	58	38

Guest Party Members

Reks

Vaan's older brother and a volunteer soldier in the Dalmascan army.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
3	111–117	38–46	24	23	24	35
4	128–138	42–53	25	23	25	35
5	147–159	46–60	25	24	25	35
6	167–182	50–67	26	24	25	35
7	188–207	54–73	26	25	26	35
10	261–292	67–93	28	26	27	36
30	1011–1176	175–284	38	35	33	38
50	2048–2405	300–506	49	45	40	40
70	2930–3447	393–667	60	54	46	43
90	3801–4476	460–774	70	63	53	45
99	4368–5149	473–786	75	67	56	46

Vossler

York Azelas

A captain of the Dalmascan Order of Knights and sworn protector of Princess Ashe.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
6	211–228	53–69	29	22	21	24
10	323–360	69–95	31	23	22	25
20	715–820	122–188	36	27	25	26
30	1219–1416	176–284	42	31	28	28
40	1696–1979	243–404	47	35	31	29
50	2457–2883	300–505	53	39	34	31
60	3129–3680	353–598	58	43	36	32
70	3510–4128	393–665	64	47	39	33
80	3950–4646	433–731	69	51	42	35
90	4550–5356	460–771	75	55	45	36
99	5227–6160	472–783	80	58	47	37

Larsa

Ferrinas Solidor

Youngest son of the Archadian emperor.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
2	83–87	57–64	21	22	23	24
10	349–280	96–128	25	26	26	25
20	577–665	160–240	30	31	30	26
30	999–1164	225–355	35	36	34	27
40	1398–1636	305–499	40	41	38	29
50	2036–2393	374–620	45	46	41	30
60	2599–3060	438–732	50	51	45	31
70	2918–3435	486–812	55	57	49	32
80	3287–3869	534–892	60	62	53	34
90	3789–4464	566–940	65	67	56	35
99	4356–5137	580–955	70	72	60	36

Reddas

A sky pirate and denizen of the Port of Balfonheim.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
5	208–222	57–68	26	23	26	35
10	342–378	73–95	29	25	28	36
20	726–830	117–172	34	30	31	37
30	1221–1414	162–251	39	35	34	39
40	1689–1967	217–350	44	39	38	40
50	2436–2854	265–434	50	44	41	42
60	3096–3636	309–511	55	49	44	43
70	3469–4075	342–566	60	53	47	45
80	3901–4584	375–621	65	58	51	46
90	4490–5281	397–654	71	63	54	48
99	5154–6069	407–664	75	67	57	49

Emperor Gramis

Gana Solidor

Ruler of Archadia.

Al-Cid

Margrace

A member of the ruling family of Rozarria, Archadia's great rival to the west.

Vayne

Carudas Solidor

Son of the Archadian emperor and new consul-governor of Dalmasca.

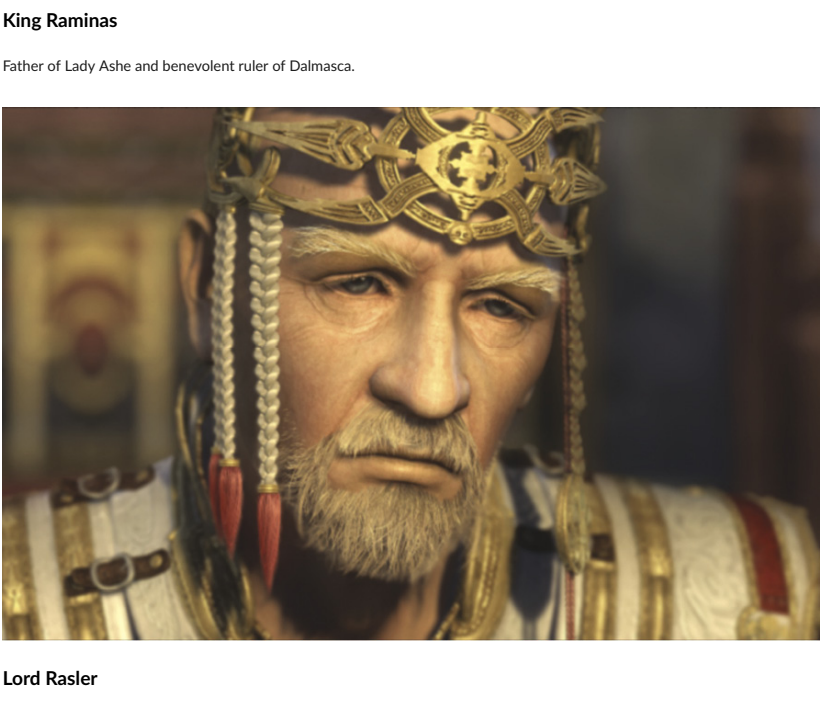
Dr. Cidolfus

Demen Bunansa

Director of Draklor Laboratory, the primary weapons research center of the Archadian empire.

King Raminas

Father of Lady Ashe and benevolent ruler of Dalmasca.



Lord Rasler

Heios Nabradia

Newlywed husband of Lady Ashe and heir to the throne of Nabradia, the sister kingdom of Dalmasca.

Marquis HalimOndore IV

Head minister of the Skycity of Bhujerba and longtime friend of Dalmasca's King Raminas.

Montblanc

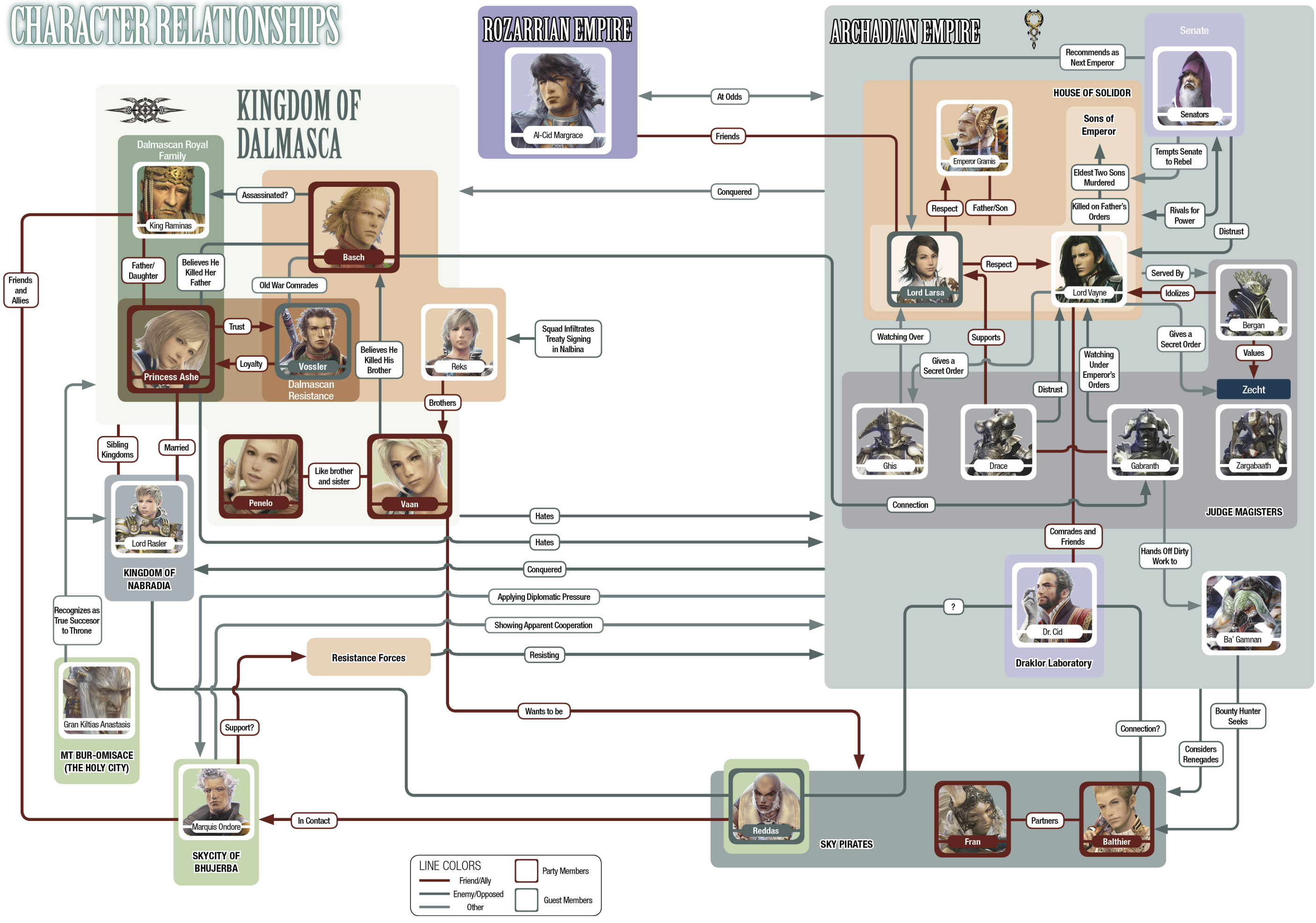
A Moogle and founder/leader of Clan Centurio, a hunter's club that is based in Rabanastre.

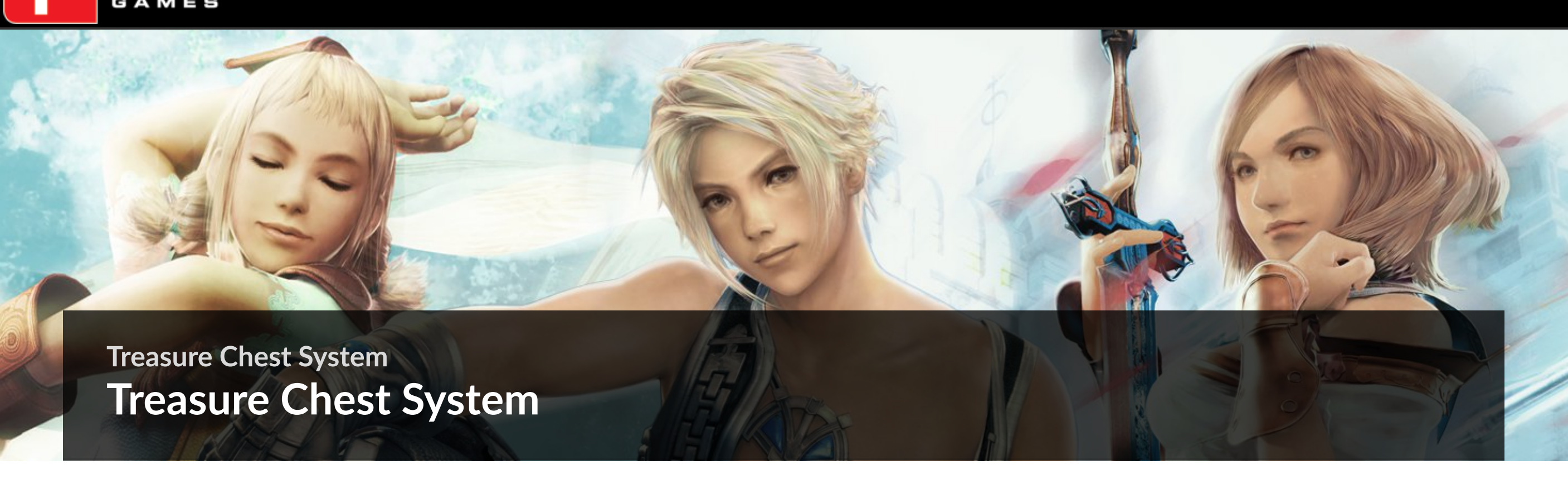
Judge Magisters

Elite guard and the chief arbiters and enforcers of Imperial law in Archadia.

Getting Started

Character Relationships

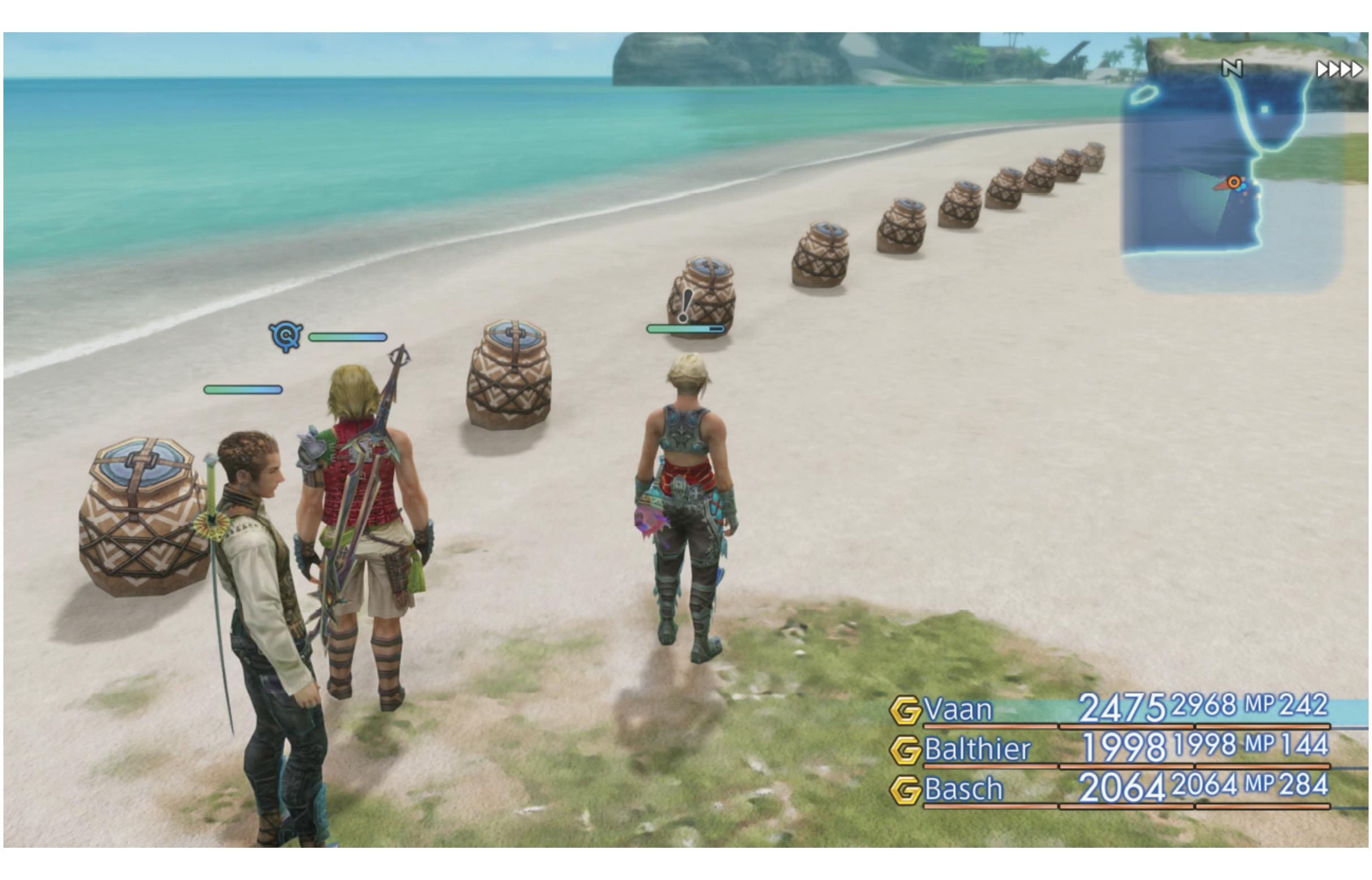

CHARACTER RELATIONSHIPS
ROZARRIAN EMPIRE
Al-Cid Margrace
At Odds
Friends
ARCHADIAN EMPIRE
Recommends as Next Emperor
Senate
Senators
HOUSE OF SOLIDOR
Emperor Gramis
Sons of Emperor
Tempts Senate to Rebel
Eldest Two Sons Murdered
Killed on Father's Orders
Rivals for Power
Distrust
Respect
Father/Son
Lord Larsa
Respect
Lord Vayne
Served By
Idolizes
Bergan
Gives a Secret Order
Values
Zecht
Watching Over
Supports
Gives a Secret Order
Distrust
Watching Under Emperor's Orders
Ghis
Drace
Gabranth
Zargabaath
Connection
JUDGE MAGISTERS
Comrades and Friends
Hands Off Dirty Work to
?
Dr. Cid
Draklor Laboratory
Ba' Gamnan
Bounty Hunter Seeks
Connection?
Considers Renegades
KINGDOM OF DALMASCA
Dalmascan Royal Family
King Raminas
Assassinated?
Conquered
Basch
Father/ Daughter
Believes He Killed Her Father
Old War Comrades
Friends and Allies
Trust
Loyalty
Princess Ashe
Vossler
Dalmascan Resistance
Believes He Killed His Brother
Reks
Squad Infiltrates Treaty Signing in Nalbina
Brothers
Sibling Kingdoms
Married
Penelo
Like brother and sister
Vaan
Lord Rasler
KINGDOM OF NABRADIA
Hates
Hates
Conquered
Applying Diplomatic Pressure
Showing Apparent Cooperation
Resistance Forces
Resisting
Recognizes as True Successor to Throne
Gran Kiltias Anastasis
MT BUR-OMISACE (THE HOLY CITY)
Support?
Wants to be
Marquis Ondore
SKYCITY OF BHUJERBA
In Contact
Reddas
SKY PIRATES
Fran
Partners
Balthier
LINE COLORS
Friend/Ally
Enemy/Opposed
Other
Party Members
Guest Members



Treasure Chest System

Treasure Chest System

Treasure chests have a different appearance depending on the region you are in. Treasure chests actually look more like treasure pots or treasure vases, in most locations. In some places, they even look like treasure crystals. You'll know for sure because a contextual "!" hint appears within a few steps of chests.



Here's how the treasure system works: whenever you enter a zone, each treasure location has a chance to produce a treasure chest. This percentage is listed in tables throughout the guide.

If a chest "spawns" on zone entry, there's a chance the treasure chest will simply be filled with gil, the currency in Ivalice. The tables list the gil percentage, too. If the chest contains gil, the range is from 1 to the maximum listed in this guide's tables.

If a chest spawns, and it isn't filled with gil, then it'll contain either sellable loot, an item, a piece of equipment, or (most exciting) a new technick ability or magick spell. When a chest contains something like this, you'll obtain one of two possible rewards upon opening the chest.

Treasure Map Index

The Imperial City of Archades

Balfonheim Port 1

Barheim Passage - Fire Up the Power Relay and Open the Gate

Bhujerba 1

Cerobi Steppe

Dalmasca Estersand

Dalmasca Westersand

Draklor Laboratory

The Dreadnought Leviathan

Eruyt Village

The Feywood

Garamsythe Waterway 2

The Ancient City of Giruvegan

Giza Plains (Dry)

Giza Plains (The Rains)

Golmore Jungle

Great Crystal

The Henne Mines

Jahara—Land Of The Garif

Lhusu Mines

Lowtown 1

Mosphoran Highwaste

Mt Bur-Omisace

Nabreus Deadlands

Nalbina Dungeons

Nalbina Fortress

Nalbina Town

Nam-Yensa Sandsea

Necrohol Of Nabudis

Ogir-Yensa Sandsea

Old Archades

Ozmone Plain

Paramina Rift 1

Pharos — First Ascent: Horizon of First

Pharos — Second Ascent: Reach of Diamond Law

Pharos — Third Ascent: Mete of Dynasty

Pharos—Subterra

The Phon Coast

Rabanastre 1

Ridorana Cataract

Royal Palace Of Rabanastre

The Salikawood

Sky Fortress Bahamut

Sochen Cave Palace

Stilshrine Of Miriam

Tchita Uplands

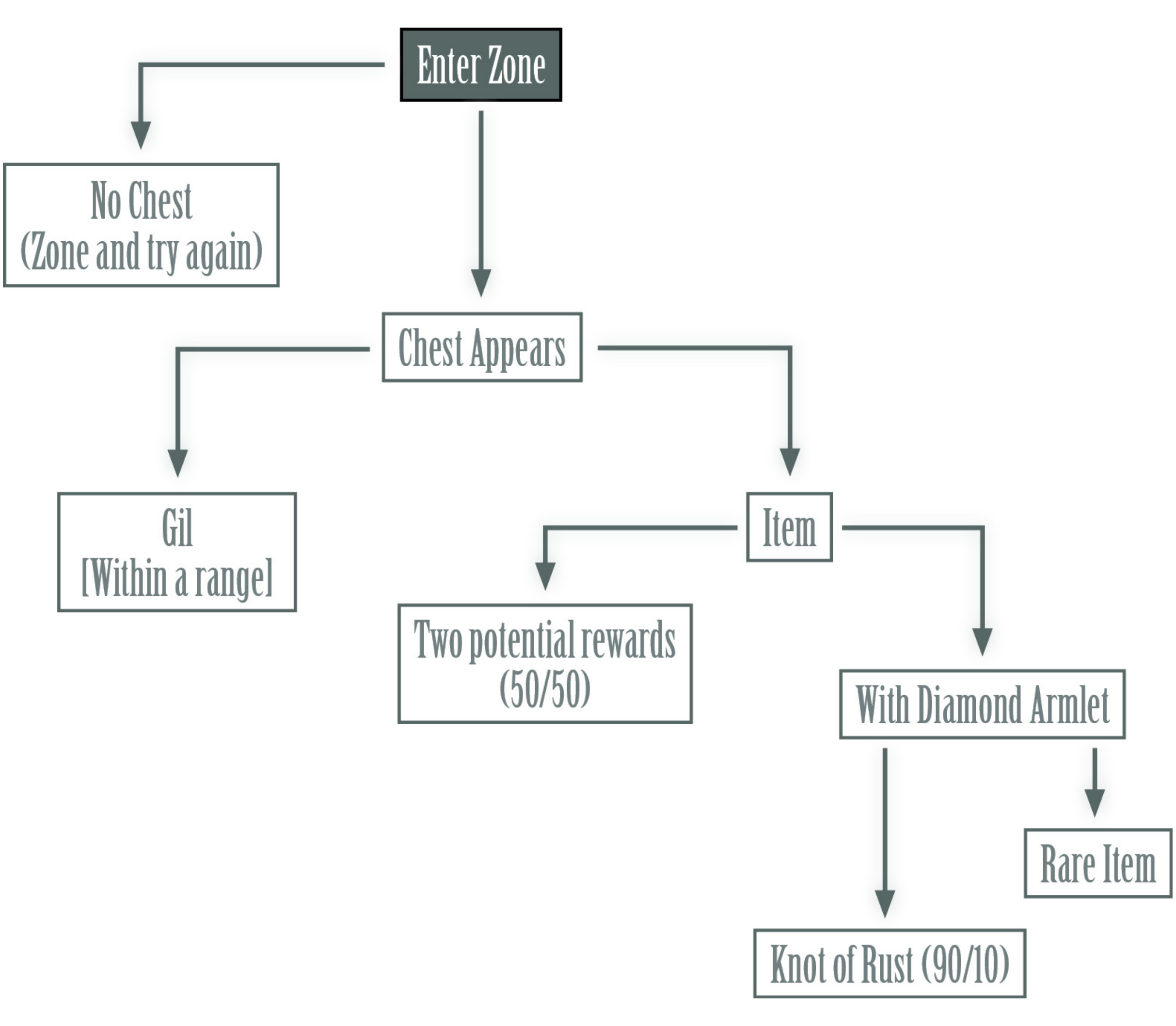
Tomb Of Raithwall

Zertinan Caverns

The Zodiac Age Treasure Update

Perhaps the biggest change from the original FFXII to this version (and definitely the friendliest change) is a reshuffling of treasure locations and results across the entire game. All locations now have much more treasure to find (some locations have more than double the old amount of treasure chests). Treasure also tends to be more generous (for one thing, gambits are no longer in chests at all—now there's much more "real" treasure). And, most importantly, treasure now re-spawns by moving only one zone away—if you move past a dotted boundary and see a brief black loading/autosave screen, then return, you've "zoned" and reshuffled the treasure chests. In the original game, you had to move three zones away, and you didn't have 2x or 4x Speed Mode Multiplier to speed the hike up, either.

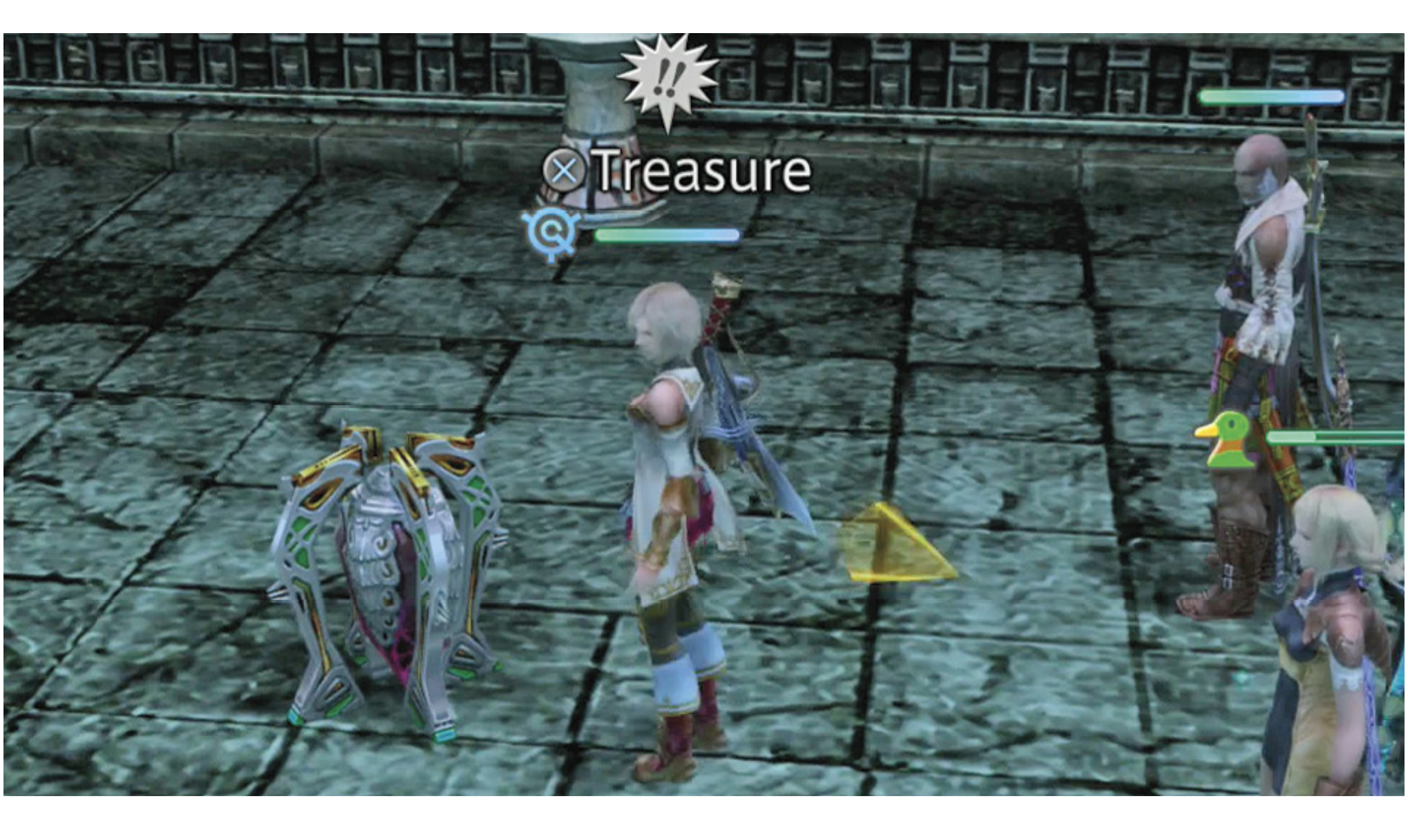
In some locations, you may find a zone boundary where there are several potential treasure chest spawns on both sides of the zone—there is nothing stopping you from just crossing back and forth if you want, collecting and re-collecting the respawning treasure chests!



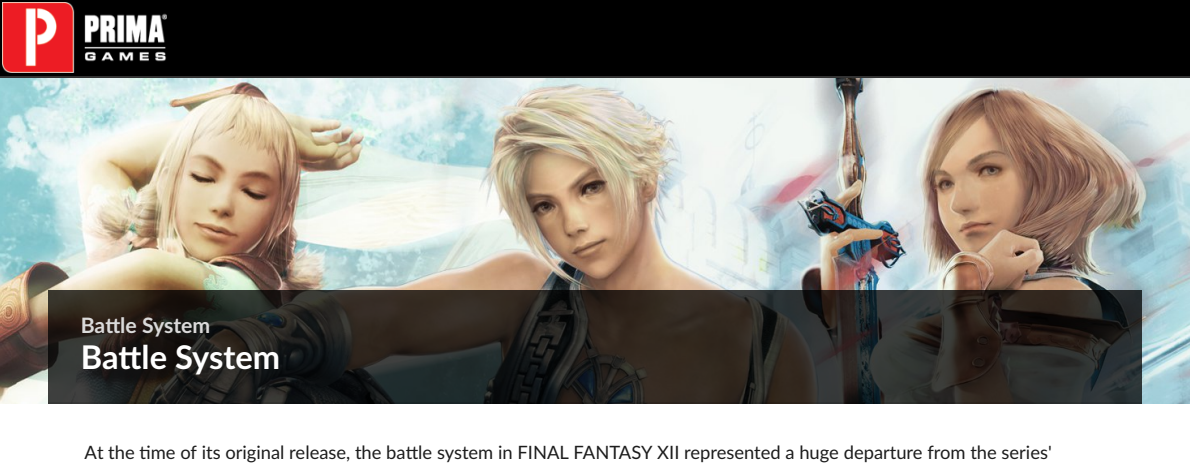
Note

Chests indicated on maps and tables with blue icons contain set spoils and do not reappear after acquisition.

Loot and items can also be acquired from bags left behind from defeated foes, and from medals earned from extended battle chains.



Treasure chests that look a little too detailed compared to the rest are imposters! Be ready for a fight.

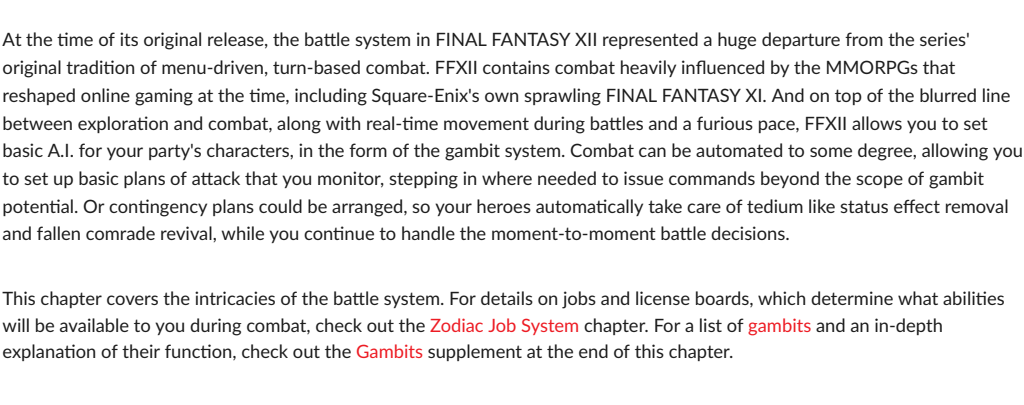


Battle System

Battle System

At the time of its original release, the battle system in FINAL FANTASY XII represented a huge departure from the series' original tradition of menu-driven, turn-based combat. FFXII contains combat heavily influenced by the MMORPGs that reshaped online gaming at the time, including Square-Enix's own sprawling FINAL FANTASY XI. And on top of the blurred line between exploration and combat, along with real-time movement during battles and a furious pace, FFXII allows you to set basic A.I. for your party's characters, in the form of the gambit system. Combat can be automated to some degree, allowing you to set up basic plans of attack that you monitor, stepping in where needed to issue commands beyond the scope of gambit potential. Or contingency plans could be arranged, so your heroes automatically take care of tedium like status effect removal and fallen comrade revival, while you continue to handle the moment-to-moment battle decisions.

This chapter covers the intricacies of the battle system. For details on jobs and license boards, which determine what abilities will be available to you during combat, check out the Zodiac Job System chapter. For a list of gambits and an in-depth explanation of their function, check out the Gambits supplement at the end of this chapter.


COMBAT LOG
You obtain 6 gil!
Level Up
WARNING!
4-Chain
ACTION
Potion Vaan HP 341 372 MP 81
Attack Balthier HP 361 364 MP 87
Cure Fran HP 302 340 MP 50
Attack Vossler HP 346 516 MP 118

ADB: Active Dimension Battle

The most immediately noticeable difference between combat here and in most games in the series is that there aren't breaks between battle and exploration. Enemies are visible from a distance, so you choose to avoid or attack them. The party doesn't enter a battle screen that contains and limits the action. This also means that additional enemies may join the battle as it progresses and the party can sometimes use the landscape to its advantage.

Battles take place in real time, with friends and foes attacking and repositioning constantly. For a temporary pause when selecting battle commands on the Battle Menu, select the "Wait" option from the Config menu.

Pressing the ⊗ button brings up the Battle Menu. You can then choose actions by pressing up and down on the D-pad and pressing the ⊗ button again to confirm. A small timed meter appears next to the character's name in the lower-left corner of the screen (see screenshot). The rate at which the meter rises is based upon the character's speed. When the timed meter fills completely, the character performs the action. You can choose actions individually for each character by bringing up the menu screen and pressing right or left on the D-pad to cycle between the characters.

While the new battle system might seem like a radical departure, it really isn't. With Wait mode on, the game's battle system is virtually identical to that of older titles, just thrown onto a 3-D plane. The main distinction here, then, is the Gambit system. Gambits enable you to automate many actions you would normally have to perform manually.

So Why Fight at All?

Unlike other FINAL FANTASY games, the battles aren't random and you can choose to fight or avoid most enemies. Continuously avoiding enemies has its drawback, though, because battles provide EXP (Experience), LP (License Points), clan points, item drops, gil drops, and additions to the Bestiary for defeating the game's foes. Note, however, that some of the larger enemies—such as bosses, mini-bosses, and certain hunts—will not reward EXP or item drops, but they do offer large amounts of LP.

What's This About Aggro?

It's possible to avoid most enemies while exploring, but as soon as the characters and enemies spot each other, the party enters a battle stance. The battle is then initiated unless you or the enemy decides to flee. Vaan and the rest of the party usually walk around with their swords sheathed. They're in battle stance if their weapons are drawn. Once a battle stance has been initiated, it's usually a good idea to stay in one place and finish the battle, lest you draw more enemies into the fray and be forced to take on several at once.

Creatures with a green life bar are non-aggressive and will not attack unless provoked. It can be a good idea to fight these creatures to add them to your Bestiary or collect their dropped items. In some cases, like facing elementals, it's a good idea to just walk past them. If you accidentally target one, it will stay non-aggressive until a hit lands, so there's time to cancel your attack if you accidentally target a creature. There are a few exceptions to this rule regarding foes with green life bars. Elementals, a powerful and unpredictable enemy with a green bar, often appear to be non-aggressive at first, but they will attack if the party casts magic. The other time non-aggressive enemies will attack is if they see your party attacking another one of their kind.

Oh No! What If I'm Seen?

If you initiate a battle that you would rather not fight, hold down the R2 button to trigger a retreat. Holding this button causes your characters to sheathe their weapons, in effect cancelling all actions and disabling all gambits. On occasion, an enemy will continue to chase after the party when they attempt to flee. If other enemies spot the party running away, they may join in the attack. Eventually, some of the foes may give up on the chase, but it's best to find an exit from your current area. Another way out is to run toward a set of creatures that are natural enemies of the party's pursuers. This sometimes causes the enemies chasing after the party to flee, but may instigate a fight with the new enemies.

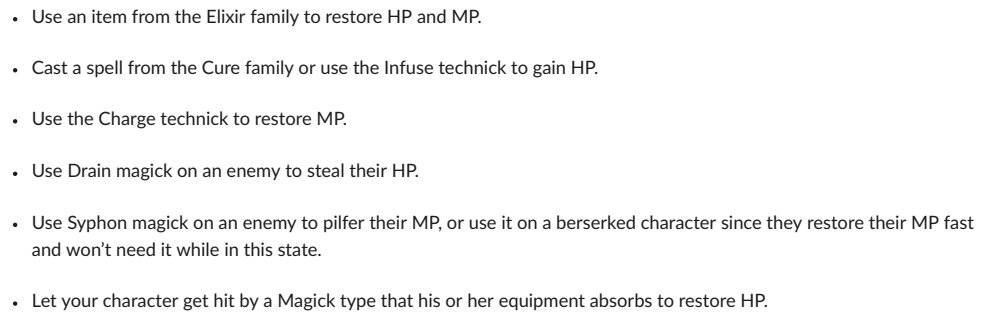
The plus side to running away is that the party slowly gains MP (Mist Points). It can sometimes be a good idea to temporarily run away from a winnable battle if the party needs a few more MP.

Restoring HP and MP?

Here are a few ways to solve the problem of restoring HP and MP:

- Touch a Save Crystal to fully restore all lost HP and MP.
- Run around to restore MP.
- Trigger a lucky Rejuvenation trap to gain HP.
- Hit a lucky Manafont trap to gain MP.
- Use an item from the Potion family to restore HP.
- Use an item from the Ether family to restore MP.
- Use an item from the Elixir family to restore HP and MP.
- Cast a spell from the Cure family or use the Infuse technick to gain HP.
- Use the Charge technick to restore MP.
- Use Drain magick on an enemy to steal their HP.
- Use Syphon magick on an enemy to pilfer their MP, or use it on a berserked character since they restore their MP fast and won't need it while in this state.
- Let your character get hit by a Magick type that his or her equipment absorbs to restore HP.
- Cast Regen on a character to slowly restore their HP.
- Although this rarely occurs, a character may pick up a dropped item that may restore HP, MP, or both. (This happens randomly as a chain combo increases in level.)
- Unlock certain spots on the license board to reveal other ways to restore MP.
- Take damage when a character has the Reverse magick cast on them to restore HP equal to the attack's damage.

When a character loses all of his HP, it's not the end of the game. Get the character back in action by casting Raise magick or using a Phoenix Down, or swap them out for reserve characters. The game doesn't even end if all three active party members lose their HP. When this occurs, you can swap in any reserve party members to continue the battle. The game only ends when all of your active and reserve party members have no more HP (Health Points).



What Else Is There?

In certain parts of the game, the general rules will be slightly modified to create a more challenging experience. Occasionally, you'll have to fight a battle as your HP or MP slowly seep away, or you may be forced to fight without using items. This is a very rare occurrence, but it's a good idea to know what the icons mean when this does occur.

HP Sap: The active party's HP decreases as the fight goes on. The effect isn't lethal, though; a character with 1 HP won't die until he gets hit.

MP Sap: The active party's MP decreases as the fight continues.

No Attack: This effect disables the Attack command and any gambits that use the Attack command. When this occurs, you must rely on magick and technicks to fight enemies.

No Magick: Magick abilities are disabled. You'll need to rely on physical attacks and technicks for damage, and items for healing and status restoration.

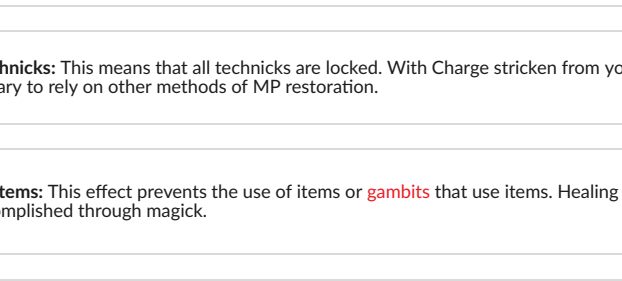
No Technicks: This means that all technicks are locked. With Charge stricken from your arsenal, it becomes necessary to rely on other methods of MP restoration.

No Items: This effect prevents the use of items or gambits that use items. Healing and recovery must be accomplished through magick.

Magnet Icon: Any characters equipped with metal armor or accessories will have their ADB slowed down significantly. Remove any equipped metal or replace it with cloth or leather equivalents to speed up a character's actions.

- **Certain areas have no exits:** During most boss battles, there is no chance to exit the zone.
- **Instant game over:** There's just one of these in the game and it occurs when you are fighting the Demon Walls in the Tomb of Raithwall.
- **Battle timer:** A certain battle has a timer that limits the length of the fight. The enemy will have its HP instantly reset when the timer hits zero.

Charge Time



Every action has a certain time cost associated with it. The charge meter, which measures time for actions, is located in the right-hand corner of the screen next to each character's name. After selecting an action or having a gambit automatically select one for you, the action is displayed above the meter and the meter begins to fill. When the meter is full, the word "action" will appear as soon as you're within range of the target character or enemy. After an action has begun to charge, you can stop it by doing the following:

- Selecting another command
- Entering escape mode
- Changing equipment
- Switching maps (zones)
- Examining a treasure box or speaking to someone
- Having higher priority gambits fulfilling their conditions, which restarts the charge bar in favor of the highest priority action

Charge Time Speed

Status Effects	Speed
Haste + Berserk	3x speed
[Berserk] or [Slow + Haste + Berserk*] = 2x Speed*	2x speed
Haste	1.5x speed
[Slow + Haste*] or [Slow + Berserk] = 1x Speed	1x speed
Slow	0.5x speed
Stop or Stone	0x speed

Party

Your party consists of several different types of characters who each play a different sort of role.

- **Battle Member:** A party member who is currently on the battlefield. You are limited to three battle members at a time and any extra party members are forced to sit on the bench as reserve members.
- **Reserve Member:** Reserve members are party members who are not actively fighting, but are members of your party.
- **Guest Member:** A story-related character who joins your party temporarily. Guest members can be controlled as party leaders, and can be issued commands. Their gambits can also be altered, but their equipment and licenses cannot.
- **Other Member:** A non-story character who joins the party temporarily and does not appear in your party list. This person is also not considered a Party Member.

Watch the information section in the right-hand corner of the screen to notice that the character names change from red to blue depending on what actions are being performed and what actions are being performed against them. If a battle member's name appears in red, this means that you cannot swap out the character for a reserve character. Instead, you must wait until the action is finished to perform the swap.

The Party Leader

One battle member is always designated as the leader. The lead character can be identified by either having their name highlighted or having a red flag attached to their portrait. This is the character you move around the field. To change the lead character, go to the Party menu, change the current battle members, and watch the leader flag jump around between leaders, or simply press the D-pad up or down while exploring. If the lead character runs out of HP, you will be forced to designate a different battle member as the leader before continuing.

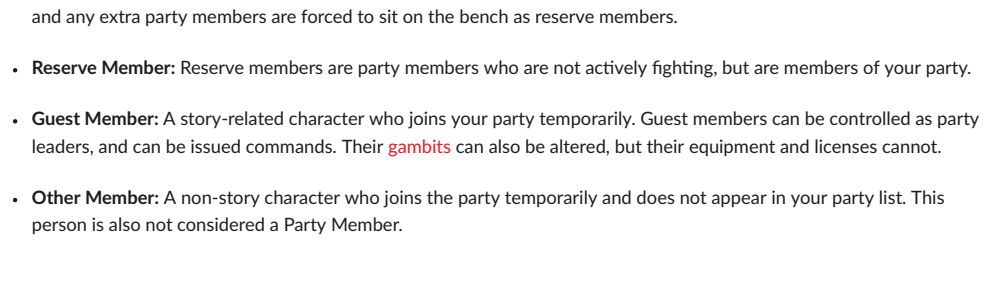
Striking a Balance

Reserve party members do not receive EXP when enemies are defeated, but they do receive LP. Depending on your preference, you can choose to focus on a single set of three characters as battle members for most of the game, or continuously swap out battle members and reserve members to keep their levels somewhat even. WARNING! If you focus on a smaller number of characters, you will be more susceptible to defeat when your main group of battle members is defeated.

Balance to 40

It's best to keep the party at a uniform level throughout most of the game. This is less critical once everyone hits 40. At this point, it's usually best to select a primary battle group and focus on promoting them for the side events to come. It's much easier to raise three characters to 99 than it is to raise all six.

Attributes



Character effectiveness is comprised of several statistics that are altered by things like a character's level and equipment, or negative and positive status effects. Leveling up increases a character's base statistics, but you can also affect these values by equipping certain equipment. The following is a list of things that drastically increase certain attributes:

- **Increase HP:** Equip Light Armor or unlock +HP slots on the license board.
- **Increase MP:** Equip a Rod or Mystic Armor.
- **Increase Attack Power:** Equip weapons and ammunition.
- **Increase Defense:** Equip armor.
- **Increase Magick Resist:** Equip hats and helms.
- **Increase Evade:** Equip a shield.
- **Increase Magick Evade:** Equip certain shields.
- **Strength:** Equip Heavy Armor or unlock Battle Lore on the license board.
- **Magick Power:** Equip Mystic Armor or unlock Magick Lore on the license board.
- **Vitality:** Equip certain accessories.
- **Speed:** Equip certain accessories or unlock Swiftness panels on the license board.

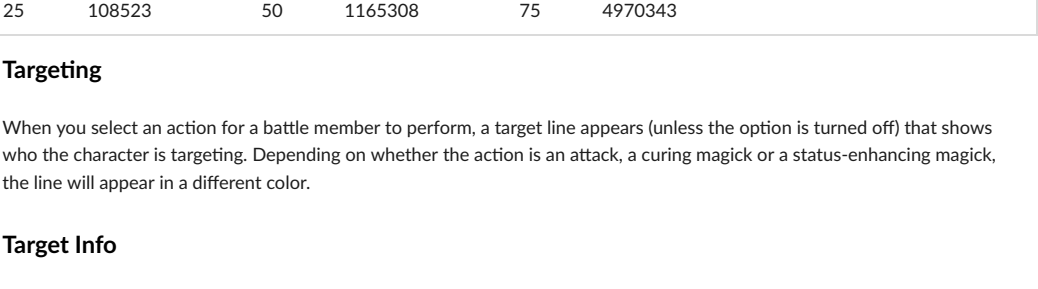
EXP Level Requirements

Lvl	Total EXP	Lvl	Total EXP	Lvl	Total EXP	Lvl	Total EXP
1	0	26	123665	51	1249580	76	5215245
2	51	27	140286	52	1338271	77	5469006
3	169	28	158474	53	1431529	78	5731834
4	386	29	178321	54	1529506	79	6003941
5	735	30	199920	55	1632355	80	6285540
6	1253	31	223368	56	1740233	81	6576848
7	1978	32	248763	57	1853298	82	6878083
8	2950	33	276205	58	1971710	83	7189465
9	4213	34	305798	59	2095633	84	7511218
10	5812	35	337647	60	2225232	85	7843567
11	7796	36	371861	61	2360676	86	8186741
12	10215	37	408550	62	2502135	87	8540970
13	13121	38	447826	63	2649781	88	8906486
14	16570	39	489805	64	2803790	89	9283525
15	20619	40	534604	65	2964339	90	9672324
16	25329	41	582344	66	3131609	91	10073124
17	30762	42	633147	67	3305782	92	10486167
18	36982	43	687137	68	3487042	93	10911697
19	44057	44	744442	69	3675577	94	11349962
20	52056	45	805191	70	3871576	95	11801211
21	61052	46	869517	71	4075232	96	12265697
22	71119	47	937554	72	4286739	97	12743674
23	82333	48	1009438	73	4506293	98	13235398
24	94774	49	1085309	74	4734094	99	13741129
25	108523	50	1165308	75	4970343		

Targeting

When you select an action for a battle member to perform, a target line appears (unless the option is turned off) that shows who the character is targeting. Depending on whether the action is an attack, a curing magick or a status-enhancing magick, the line will appear in a different color.

Target Info



The technick Libra enables you to see a lot of useful information about enemies. (The Bangle accessory provides the same effect.)

1. **Libra:** If Libra is cast on your party, the Libra icon will appear here to show whether the enemy is affected by it or not. If the enemy is not affected by Libra, an "X" will appear over the Libra mark.

2. **Flying:** If the enemy is a flying type, a feather and the words flying type will appear here.

3. **Enemy Level:** If none of your battle members have Libra active, you will see question marks in place of the enemy's level.

4. **Name:** If an enemy's name appears in red, that is an indication that the enemy is three or more levels higher than your character. If the name appears in yellow, the foe is one or two levels higher than your characters. And if the name appears in blue, the enemy is either the same level as yours or lower. This information appears even when Libra is inactive.

5. **Current HP and HP Max:** If none of your battle members have Libra active, you will see question marks in this spot.

6. **Status Effects:** This section indicates any status effects currently in effect. This information appears even when Libra is inactive.

7. **Weakness:** The enemy's weak point. If none of your battle members have Libra active, you will see nothing in its place.

Target Line

The target line helps to designate whether a character is targeting a friend or foe and with what type of action. Here's a breakdown of the colors and what they mean:

Purple: Monster action (healing)

Blue: Character action (anything aside from healing)

Green: Character action (healing)

Red: Monster action (anything aside from healing)

Target Signal

The target line indicates where your lead character's target is, but there is another arrow next to that character that signifies whether they are actually close enough to the target. This arrow changes color depending on whether or not you are within range.

Red Arrow: Your character is outside of range to attack the monsterYellow Arrow: Your character is within range to attack the monster.

Switching Targets

Pressing the R1 or L1 button enables you to select a different group of targets. The cursor cycles through target groups in a specific order before coming back around to the original target. If your cursor targets the battle members by default, pressing the R1 button switches to your reserve members, other members, and then enemies. Pressing the L1 button does this in reverse. If no other members are present or performing the action on reserve members is not allowed, these categories will be skipped. Again, that order is as follows:

Foes > Party > Reserve > Allies > back to the enemy

Attacks

Attacks are divided into two categories: regular attacks and magick attacks. The following table breaks down the basic things that affect various aspects of every attack.

	REGULAR ATTACK		MAGICK ATTACK
Inflict Damage	Attack Power	⟷	Magick Power
Reduce Damage	Defense	⟷	Magick Resist
Avoid Attacks	Evade	⟷	Magick Evade
Dmg. Reduction Mag.	Protect	⟷	Shell
Augment Mag.	Bravery	⟷	Faith
Negate all/any Dmg.*	Paling	⟷	Magick Barrier

**Indicates enemies only.*

Critical Attacks and Combos

Weapons don't always hit for the same amount of damage. There are minor fluctuations with most weapons between each hit based on the success of the attack and the enemy's defense. Weapons sometimes make a critical hit, which drastically increases the damage caused. This usually increases the attack power, but it is also affected by elemental weaknesses and strengths that come into play.

Combo attacks are random, but certain weapons are more likely to combo than others. Katanas, ninja swords, and daggers combo very often and can create a chain of up to 10 hits at a time. Ranged weapons like bows and guns never combo. Weapons that combo often typically cause less damage per hit, but can bypass the damage of stronger weapons by hitting multiple times.

2H Sword: 9999 damage x 1 hit = 9999 damage

2H Katana: 4999 damage x 10 hits = 49990 damage

Keep in mind that combos don't occur with every swing and a 10-hit combo is a very rare occurrence. The damage difference tends to even out over time, so the ability to combo frequently doesn't necessarily make one weapon better than another. However, the Genji Glove accessory will facilitate combo hits, especially with a Katana.

Counters

The Battle Harness accessory enables a character to automatically counterattack upon being attacked. This is a fantastic option early in the game, since it makes it much easier to deal with multiple opponents.

Enemies sometimes counterattack, so beware. The word "Counter" always appears on-screen when a counterattack occurs. You can thwart enemies that counterattack frequently by using Immobilize or Sleep because magicks can't be countered.

Elements

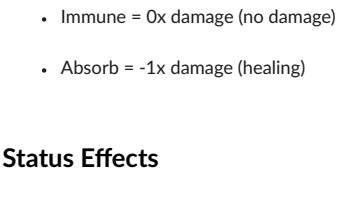
Battle members and enemies can use weapons and magicks that are enhanced with the power of the elements. Knowing this and using it to your advantage can give you the upper hand in many battles. Conversely, not paying attention to how these elements can work against you may mean your characters will meet a quick end.

Elemental Armor, Shields, Weapons, & Accessories

Weak Point	—	Diamond Armlet, Venetian Shield	Adamant Hat, Adamant Vest	—	—	—	Bone Helm, Bone Mail	—
Half Damage	Flame Shield, Adamant Hat, Adamant Vest, Manufacted Nethicite	Manufacted Nethicite	Cat-ear Hood, Ice Shield, Lamia's Tiara, Manufacted Nethicite, Tourmaline Ring	Manufacted Nethicite	Manufacted Nethicite	Agate Ring, Cat-ear Hood, Manufacted Nethicite, Windbreaker	Manufacted Nethicite	Argyle Armlet, Bone Helm, Bone Mail, Manufacted Nethicite
Immune	—	Zodiac Escutcheon, Rubber Suit	—	Dragon Shield	Viking Coat	—	—	—
Absorb	Gendarme	Gendarme	Gendarme	Gendarme	Gendarme	Gendarme	Gendarme, Sage's Ring, White Mask	Black Mask, Demon Shield, Gendarme
Magick Up / Elemental Strike	Flame Staff / Burning Bow, Flametongue, Gungnir, Multiscale	Cloud Staff, Storm Staff / Cross Scale, Storm Spear	Glacial Staff, Staff of the Magi / Icebrand, Gilt Measure, Serpent Rod, Trident	— / Cypress Pole, Gaia Rod, Koga Blade	Cloud Staff, Fumarole, Six-fluted Pole / Arc Scale, Iga Blade, Mitre, Murasame	Cherry Staff, Cloud Staff, Staff of the Magi / Ame-no-Murakumo, Caliper, Gladius, Zephyr Pole, Zwill Crossblade	Holy Rod, Staff of the Magi, White Robes / Euclid's Sextant, Excalibur, Holy Lance, Holy Rod, Wyrmhero Blade	Black Robes, Zeus Mace / Yagyu Darkblade

- Weak point = 2x damage
- No element changes = 1x damage (normal damage)
- Half damage = 0.5x damage
- Immune = 0x damage (no damage)
- Absorb = -1x damage (healing)

Status Effects


ACTION
Souleater Vaan 3543 HP Sap 160
Cura Balthier HP 887 Disease 31
Bio Basch 1964 HP Sap 444
Attack Reddas 1577 Doom 16

There are two types of status effects: positive and negative. Like their names imply, positive status effects are beneficial to your party. If you have them, good; if not, you may want to think about it. By contrast, negative status effects can change the tide of battle against your party, making things a bit more difficult. You can remove status effects in several different ways. You can use items, magick, or simply wait until the spell wears off (though waiting out a debilitating debuff can be an excruciating experience, or downright foolish in the cases of enfeebles like Oil and Silence).

- Vitality increases the length of time that positive status effects stay active, while reducing the time that negative status effects are in effect.
- Save Crystals remove negative status effects, but positive status effects stay active.
- Unlocking Spellbound on the license board increases the amount of time that positive status effects last, but it has no effect on negative status effects.
- When Stop is cast on your characters, their other status effect timers will not decrease until the Stop wears off or is taken away.
- The status effect time is not affected by modifying the battle speed, or having Slow or Haste inflicted.

Length of Status Effects

The amount of time that status effects stay active on your characters depends upon the effect itself. Some effects do not go away naturally with time, but most of them do.

Conflicting Status Effects

You can remove several status effects by casting an equal but opposite spell on a character. Unfortunately, this doesn't work for everything. See the list below for all the details. This list shows pairs of status effects that will not be effective when one has already been cast on the character.

Stone	✕	Death
Disease	✕	Bubble
Confuse	✕	Berserk
Stop	→	Decoy*

**You cannot cast Decoy when a player is inflicted with Stop, but a player inflicted with Decoy can still be hit with Stop.*

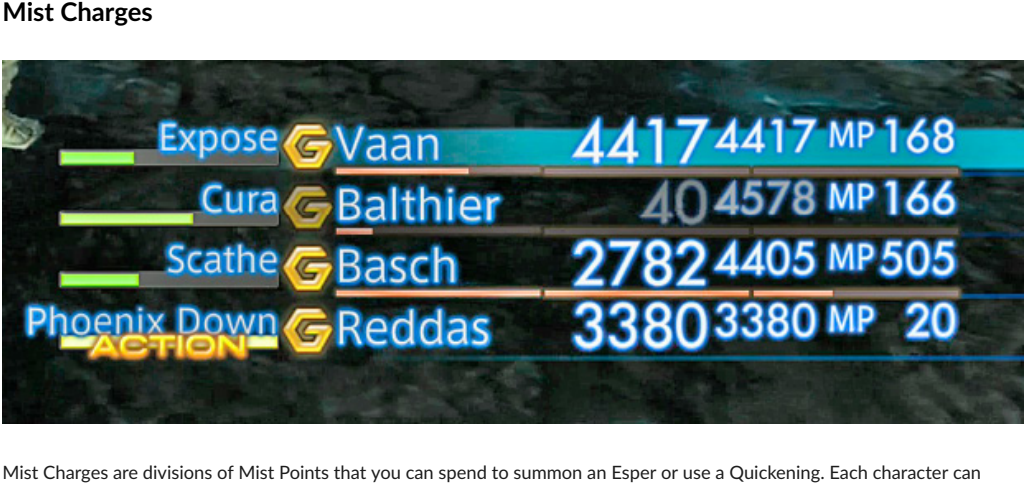
The following status effect pairs will overwrite their counterpart when inflicted on an ally or enemy.

Slow	⟷	Haste
Sap	⟷	Regen

Preventing Status Effects with Equipment

Certain equipment can prevent your characters from succumbing to negative status effects, and some will cause your characters to always be inflicted with positive status effects. Examine the equipment section to see the special statuses that equipment and accessories can carry.

Mist Charges


ACTION
Expose Vaan 4417 4417 MP 168
Cura Balthier 40 4578 MP 166
Scathe Basch 2782 4405 MP 505
Phoenix Down Reddas 3380 3380 MP 20

Mist Charges are divisions of Mist Points that you can spend to summon an Esper or use a Quickening. Each character can obtain up to three Mist Charges. The first charge is obtained when the character unlocks his or her first Quickening or Summoning spot on the license board. Each additional Quickening or Esper panel unlocked will add another Mist Charge.

In the original release of FINAL FANTASY XII, Mist Charges were tied to MP totals, but no longer. In The Zodiac Age, Mist Charges are now kept as a separate meter underneath each character's HP and MP totals. With Mist Charges to spare, Quickenings and Espers are available for use. When Mist Charges are depleted, a character will rebuild this gauge by dishing out and receiving damage. Actions that replenish MP, like using Charge, Syphon, or Ethers, will also restore Mist Charges. An Elixir will totally refill one character's Charges; a Megalixir will refill the entire battle party's Charges.

Battle Chain

The basic gist of battle chains is that each time you defeat an enemy that is the same type (classification) as the previously defeated enemy, your battle chain number will increase by one. As you continue to defeat the same type of enemy, the chain continues to grow until eventually the chain level increases. This raises the chance that the fallen enemy will drop valuable items in greater numbers. As the Chain Level increases through each of the four ranks, so too do the rewards.

Easy Money? Sign Me Up!

Unfortunately, fighting the same enemy over and over again can be problematic. There are lots of different enemies in Ivalice, and the variety of enemies in each area tends to be pretty high. There are three ways to break a Battle Chain:

1.Defeat a monster of a different type.

2.Enter a town.

3.Touch a Save Crystal.

An enemy that has a different name doesn't necessarily mean that it is a different type (classification). If you fight several Wolves and then a few Hyenas, your chain won't break because both are classified as Wolves. If, however, you defeat a Cactuar, the chain will return to zero.

An exception exists if you use the damage-over-time effect of Poison or the petrifying effects of Stone to kill enemies that you don't want breaking the chain. This is useful when going on hunts for rare drops or marks, where you want to ensure a continuous chain but may still be forced to deal with enemies from different monster families.

Interestingly, a mild battle chain effect occurs if you continuously defeat foes of different types. In other words, there's a hidden chain effect for never starting a chain. The only visual indication you'll get for this is just that a real chain counter never starts up. However, this effect is still not as beneficial to drop rates as a "real" battle chain, and doesn't confer the same occasional boosts to HP and MP.

Item Drop Rarity List

Chain Level	Common Drops	Semi-Rare Drops	Rare Drops	Super Rare Drops
0	40%	25%	3%	1%
1	45%	30%	6%	2%
2	50%	35%	8%	3%
3	55%	40%	12%	5%

Intangible Rewards for Chaining

Item rewards are great, but they're not the only rewards for making chains. The items gathered may also restore HP or MP or even cast magick on your characters. Refer to the following chart for all the details:

Chain Level	Bonus	10% HP Restore	10% MP Restore	Protect	Shell
0	0%	0%	0%	0%	0%
1	20%	10%	10%	0%	0%
2	50%	20%	20%	5% (Leader)	5% (Leader)
3	60%	25%	25%	5% (All)	5% (All)

Traps

Sprinkled across the landscape of Ivalice, traps rigged by fiends are usually tailored towards malicious purpose. Whether by accident or unexpectedly benevolent design, a few can actually benefit your party! Either way, keep an eye out for traps with Libra and the Bangle accessory, and avoid them via the time magick Float or the Steel Poleyns accessory. If you're feeling lucky or adventurous you can also just trigger them, but beware of potentially disastrous traps like Fusillade, Befuddling Gas, and Stasis, especially during combat. Finally, be aware that while you can easily maneuver the party leader around traps, your CPU-controlled members will not be as careful. Keep this in mind while plotting your course around trap-laden areas.

Type of trap	Effect
Explosion	Deals damage to all allies in range
Sten Needle	Deals heavy damage to all allies in range
Fusillade	Deals massive damage to all allies in range
Wizardsbane	Strips MP from all allies in range
Leech	Strips heavy MP from all allies in range
Stone Gas	Petrify status to all allies in range
Befuddling Gas	Confuse status to all allies in range
Silence Gas	Silence status to all allies in range
Choking Gas	Sap status to all allies in range
Blinding Smoke	Blind status to all allies in range
Stasis	Reverse and Disable status to all allies in range
Swarm	Disease status to all allies in range
Oil Bug	Oil status to all allies in range
Gil Bug	Some gil disappears!
Rejuvenation	HP is restored for all allies in range
Manafont	MP is restored for all allies in range

Weather Effects

Beyond existing solely for aesthetic value, weather in FFXII can actually affect combat. Schools of elemental magick can be positively or adversely affected depending on the weather. The weather also occasionally dictates the appearance of rare or extremely difficult monsters. If you'd like to negate weather's effect upon elemental magick for a caster, equip them with an Agate Ring.

Weather sometimes changes if you completely leave a region and then return (use the map screen for reference; you must go to a completely different set of maps, rather than just a zone adjacent to your current location, but within the same region). Certain ranged weapons are also affected by the weather and the wind. Below you will find the effect each type of weather has on weapon accuracy and elemental damage, as well as any special monsters that appear.

Earth elemental effects are listed here, though there is no explicit earthen school of magick for mages. There are enemy-exclusive earth technicks like Quakega, and the Esper Hashmal also unleashes earth-element abilities.

Clear Skies

Weapon effects	Special monster appearances	Elemental Effects
During windy clear weather: bow and crossbow accuracy decreased	Salamand Entite (Ogir-Yensa Sandsea), Fire Elemental (Mosphoran Highwaste)	During windy clear weather: fire and wind slightly boosted, water greatly weakened

Cloudy Weather

Weapon effects	Special monster appearances	Elemental Effects
During windy cloudy weather: bow and crossbow accuracy decreased	Sylphi Entite (Ozmone Plain), Earth Elemental (Tchita Uplands), Lindwyrm (Tchita Uplands)	During windy cloudy weather: fire and wind slightly boosted, water greatly weakened

Rain

Weapon effects	Special monster appearances	Elemental Effects
During windy rainy weather: bow and crossbow accuracy decreased	Storm Elemental (Giza Plains, Rainy Season), Air Elemental (Phon Coast), Undin Entite (Cerobi Steppe)	Fire greatly decreased, thunder and wind boosted

Heavy Rain

Weapon effects	Special monster appearances	Elemental Effects
Bow and crossbow accuracy decreased	Storm Elemental (Giza Plains, Rainy Season), Mardu Entite (Giza Plains, Rainy Season), Gil Snapper (Giza Plains, Rainy Season)	Fire and water greatly decreased, thunder and wind boosted

Snow

Weapon effects	Special monster appearances	Elemental Effects
Bow and crossbow accuracy decreased	Ice Elemental (Paramina Rift)	Fire, ice, and wind boosted, water greatly decreased

Blizzard

Weapon effects	Special monster appearances	Elemental Effects
Bow and crossbow accuracy decreased	Leshach Entite (Paramina Rift), Fafnir (Paramina Rift)	Fire, ice, and wind boosted, water greatly decreased

Fog

Weapon effects	Special monster appearances	Elemental Effects
None	None	Water boosted

Heavy Fog

Weapon effects	Special monster appearances	Elemental Effects
None	Daikon Entite (Giruvegan), Leamonde Entite (Nabreus Deadlands)	Water boosted

Sandstorm

Weapon effects	Special monster appearances	Elemental Effects
Bow and crossbow accuracy decreased	Gnoma Entite (Dalmasca Westersand), Earth Tyrant (Dalmasca Westersand), Ring Wyrm (Dalmasca Westersand)	Fire, earth, and wind boosted, water greatly decreased

Geomancy

In addition to the modifiers listed under Weather Effects, elemental magick is further modified slightly by the type of ground the caster stands upon. Use the tables here showing the bonuses during certain types of weather and standing on certain surfaces to give yourself huge bonuses when the circumstances line up correctly. Playing with electricity while standing in water during a rainstorm might sound like an awful idea for us here on Earth, but for the residents of Ivalice in FFXII it's terrific!

Surface	Elemental Effects
Standing in water	Thunder and water boosted, earth greatly decreased
Standing on ice/snow	Ice boosted
Standing on earth	Earth slightly boosted

Battle Advice:Mix Up Your Weapon Types

Allowing the game to automatically select your weapons based on attack power isn't always the best idea. It's often a better idea to mix up your weapon use a bit. Some of the weaker weapons carry specific abilities that can make a character more useful in certain situations. Here are some of the "weaker" weapon groups and their advantages:

- **Bow & Crossbow:** These weapons are primarily for use against flying creatures, but also allow the wielder to keep their distance from ground enemies. The ammunition used also allows for a variety of elemental or status attacks.
- **Gun & Measure:** Guns and Measures completely ignore an enemy's defense, making them a great choice against heavily armored enemies.
- **Axe, Hammer & Hand-Bomb:** These weapons are very strong but subject to lots of variance—they can hit harder than other weapon types of comparable attack rating, but may also churn out weaker hits.
- **Rod & Staff:** These magick-user weapons add magick power and MP to their wielders.

Focus on Useful Accessories

Some accessories offer less useful enhancements. The following accessories are the real deal and offer your characters attractive bonuses that are well worth the cost and effort it takes to acquire them.

Accessory	Effect
Sage's Ring	Reduces MP cost by half
Diamond Armlet	Better treasure
Thief's Cuffs	Doubles Steal success rate and allows stealing from different rarity tiers at once
Genji Gloves	Improves chance of scoring multiple hits
Nihopalaoa	Reverses effect of potions and status curing items, such that Potions cause damage and Antidotes cause Poison, etc.
Embroidered Tippet	Double wearer's received EXP
Jade Collar	Improves chance of avoiding attacks
Indigo Pendant	Improves chance for magick to hit
Golden Amulet	Doubles wearer's received LP (excellent for reserve party members)
Bubble Belt	Endows the wearer with the "Bubble" status effect (doubles HP)
Hermes Sandals	Endows the wearer with the "Haste" status effect
Cat-Ear Hood	+3 boost to Speed, halves ice and wind damage, and converts all license points earned to gil.

Focus on Useful Magick

There are a few spells that are a lot more useful than you may initially think. One of these spell combinations involves casting Reflectga on all of your characters, then attacking them with attack magick.

Another very useful spell is Reverse. When it is cast on your own characters, it converts any damage that the player receives into HP.

- **White Magick:** White Magick can heal your characters and remove nearly any status ailments. Make this a top priority for any capable character.
- **Various Attack Magick:** Attack Magick enables you to target a monster's specific weakness. Pure melee characters can ignore these, unless they add a second Job with Black Magick access.
- **Haste & Hastega:** The Haste spells put the status effect Haste on your characters.
- **Reflect & Reflectga:** The Reflect spells put the status effect Reflect on your characters.
- **Protect & Protectga:** The Protect spells put the status effect Protect on your characters. Make sure at least one party member has access to these spells once they become available.
- **Shell & Shellga:** The Shell spells put the status effect Shell on your characters. These aren't as critical as Protect, but come in very handy when facing bosses that use powerful magick.
- **Reverse:** Any damage received is turned into HP, while any cure spells turn into attack damage. This is essential when facing some of the toughest bosses in the game.
- **Decoy:** Decoy draws the attention of the enemy to a specific character. Put this on the primary fighter in the party to keep the support characters safe.
- **Bubble:** Bubble doubles your maximum HP for its duration. Use it from the moment it becomes available.
- **Syphon:** This lets you absorb MP from the target. Some enemies are immune to the effect, especially bosses, but it's far more effective than the Charge technick.

Focus on Useful Technicks

Technicks are nice because they don't require MP to cast. Some are far more useful than others, though. The following technicks are very useful and many become life-saving tools during the course of the game.

- **Steal:** Steal enables you to take items from enemies. This is a great way to increase cash flow and it is essential to obtaining rare loot that unlocks some of the game's best weapons and armor.
- **Libra:** Libra enables you to spot traps and view an enemy's stats. Keep it on a gambit or keep someone equipped with a Bangle accessory at all times.
- **Charge:** Charge enables you to instantly regain MP. If you miss an attempted charge, your MP will reduce to 0, so be careful!
- **1,000 Needles:** Deals 1,000 damage to one foe. This can be useful if physical damage is needed from magick users equipped with low-power weapons intended to boost magick damage, like staves and rods, when an enemy makes itself immune to magick damage.
- **Expose:** Lowers an enemy's defense. You can use this over and over again during a battle to deplete the enemy's defense.
- **Wither:** Lowers an enemy's attack. Like Expose, can be used repeatedly, and extremely useful. Crucial for helping "tank" characters survive against powerful monsters, along with a shield, the Decoy and Bubble spells, and equipment that boosts evasion, among other things.
- **Addle and Shear:** The magick equivalents of Wither and Expose, used for decreasing enemy magick power and magick resistance. Like Expose and Wither, these technicks can be used more than once to keep reducing the enemy's stats. Addle reduces magick power, while Shear reduces magick resist.

Stat-Reducing Abilities

It's extremely important to note the power of Expose, Wither, Addle, and Shear. Rare among technicks and spells, these stat-reducing abilities can be used against any foe in the game, including some of the rarest and nastiest hunting marks, as well as the denizens inhabiting Trial Mode.

Steal from the King Bomb

King Bomb's Stolen Loot

Steal Rate	Item	Sell
Common	Bomb Shell	896 gil
Average	Fire Crystal	160 gil
Rare	Bomb Fragment	1911 gil

The King Bomb battle is one of the rare boss battles during which you can enter and leave as many times as you like. You can then save your game at the Save Crystal just outside of the boss room. You can use this to your advantage in several different ways. First, without touching the Save Crystal between each trip into the room, it's possible to build up a mean battle chain from the endless supply of bombs that King Bomb drops. Second, and perhaps more importantly, you can steal from the King Bomb each time you face him. You can quickly collect up to 99 items that can be sold for a reasonably large chunk of cash.

Reflecting Attacks to Increase Damage

With the right setup, it's possible to hit an enemy multiple times with a single spell. To do this, create a situation where all of your battle members have the status enhancement Reflect cast on them. After doing so, access the magic menu, target each member of your own party, and unleash the elemental attack. The spell will bounce off your party and every individual hit will reflect onto the single opponent, thus magnifying the strength of the attack by three. If you have a guest member and another member in your party, it's possible to increase the number of hits to 5!

Since magic can only be reflected once, it's possible to hit enemies that currently have Reflect cast on them with this as well. Several spells work well with this technique, including Firaga, Blizzaga, Thundaga, and Scathe, which has the power to inflict nearly as much damage as your strongest Quickening combo.

"Last Selection" Cursor Position

In the options screen, there's an option to remember the last-selected action and automatically return your cursor to it when you access the action menu. This option is crucial if you're going to play in Active mode and can be very useful in Wait mode. Regardless of your selected mode, you'll often find yourself needing to perform the same battle action multiple times. "Last Selection" removes the tedium of having to wander through the menu over and over again.

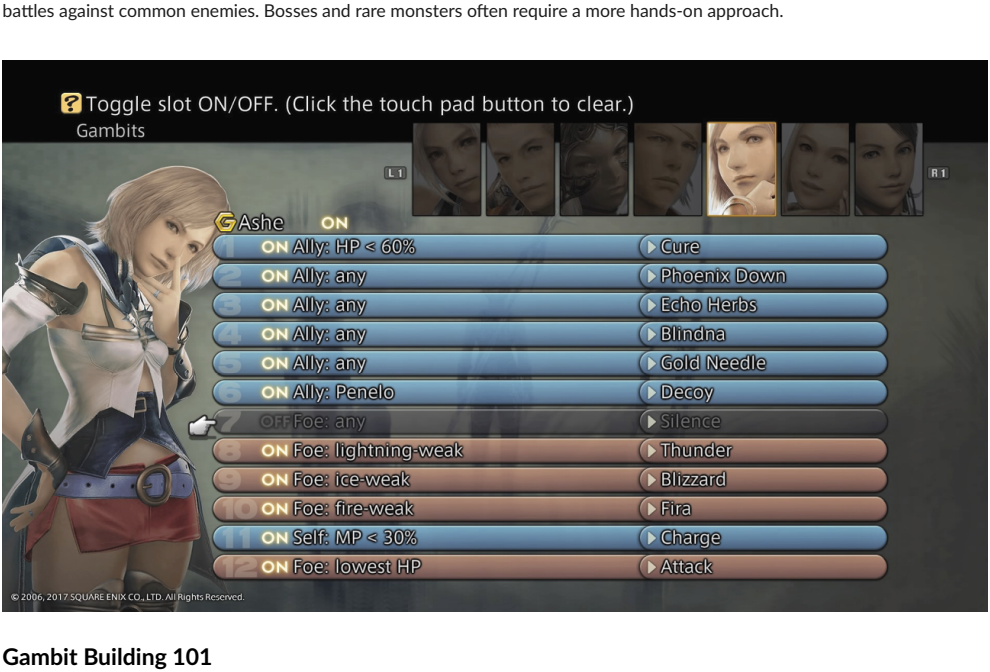
"Fishing" for Enemies

When you find a group of difficult enemies that are grouped together and you don't want to fight them all at once, it's possible to lure enemies out one at a time and take them on individually. To do this, make sure your party leader is a ranged character. Approach the enemy from far away and manually select "Attack," targeting the nearest opponent. You'll be too far away to hit the enemy, so slowly creep up to the group until you're within distance to attack and your character will automatically use their attack, drawing its attention to your party. Now that the opponent is aware, hold down the R2 button to run away. The enemy will follow, leaving the rest of his cronies behind to pace back and forth.

Gambits

Gambits

Gambits are unique to *Final Fantasy XII*. They introduce a simple way to guide your party in combat without having to micromanage every encounter. A gambit is a programmed command that instructs a character to react automatically in a predetermined manner when faced with a specific situation. Think of it as a user-determined AI (Artificial Intelligence). Gambits allow you to take as much or as little control in each battle as desired. A carefully crafted set of gambits can handle most battles against common enemies. Bosses and rare monsters often require a more hands-on approach.



Toggle slot ON/OFF. (Click the touch pad button to clear.)
Gambits

Ashe ON

ON	Ally: HP < 60%	Cure
ON	Ally: any	Phoenix Down
ON	Ally: any	Echo Herbs
ON	Ally: any	Blindna
ON	Ally: any	Gold Needle
ON	Ally: Penelo	Decoy
OFF	Foe: any	Silence
ON	Foe: lightning-weak	Thunder
ON	Foe: ice-weak	Blizzard
ON	Foe: fire-weak	Fira
ON	Self: MP < 30%	Charge
ON	Foe: lowest HP	Attack

Gambit Building 101

Each gambit consists of two separate parts: a condition and a reaction. Thus, the character assesses the situation and reacts in the programmed manner. Condition gambits focus characters on either foes, allies, or themselves. You can use them with nearly any learned command from magicks, technicks, and items. The adventure begins without gambits being front and center, but shortly after events involving Vaan, Fran, and Balthier, a gambit tutorial will occur and then gambits will be available for editing from the menu. A basic set of gambit conditions and actions are included for free, indicated in the following tables by the lack of shop prices. After this, gambit shops throughout the land will have other gambits for sale.

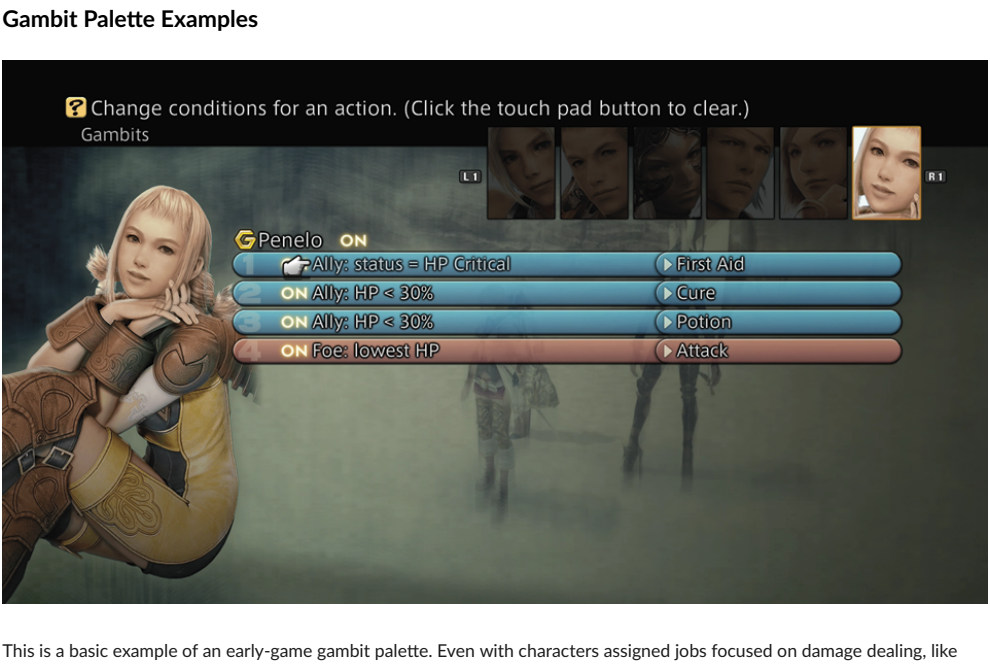
For example, you can attach simple commands like "Attack" to gambits such as "Foe: nearest visible" to automatically initiate combat whenever a hostile creature wanders within range. Later on, the commands become more complex and specific as magicks like Dispel or technicks like Souleater are added to the equation. For example, a player can dictate that a character always casts Dispel whenever the "Foe: status = Protect," or use Souleater whenever "Foe: character HP > 90%."

A Word of Caution

Always test new gambits before going into a major battle. One small mistake can turn a great gambit into a disaster. Make sure everyone is attacking the enemy and not each other.

Also, check for gambits that repeat themselves endlessly, making a character nearly worthless during a fight. This is simple enough to do. Just watch each character closely and ensure that he or she reacts as anticipated. If not, consider rebuilding or reordering the character's gambits or eliminate the problem commands all together.

Gambit Palette Examples



Change conditions for an action. (Click the touch pad button to clear.)
Gambits

Penelo ON

	Ally: status = HP Critical	First Aid
ON	Ally: HP < 30%	Cure
ON	Ally: HP < 30%	Potion
ON	Foe: lowest HP	Attack

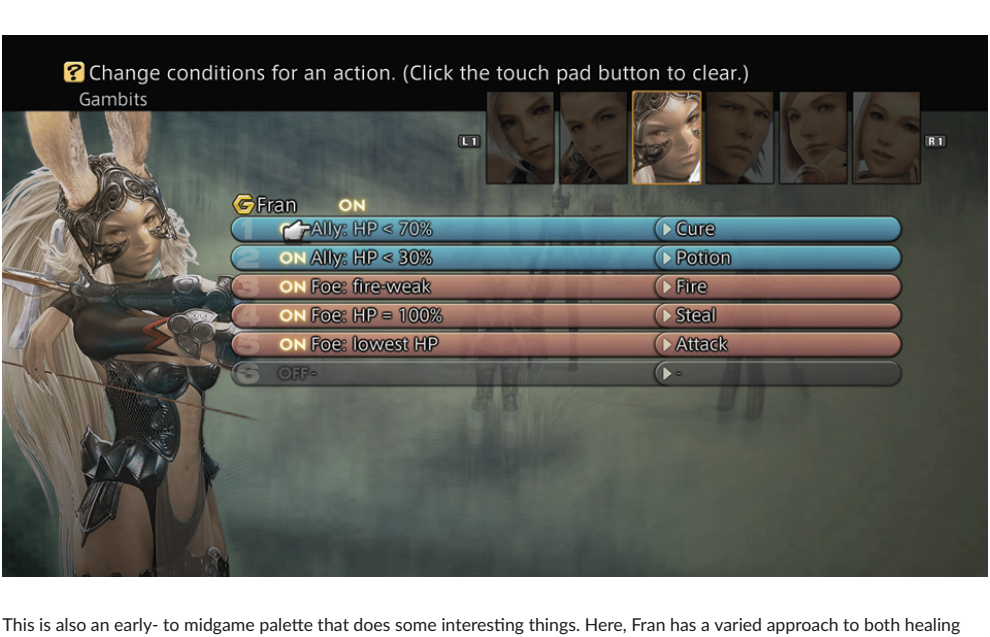
This is a basic example of an early-game gambit palette. Even with characters assigned jobs focused on damage dealing, like Foebreaker or Black Mage, you'll want some sort of focus on stability prioritized over attacks. Characters can't dish out pain when they're KO'd, after all. Here, if an ally is suddenly reduced to less than 20% of max HP, Penelo will react with First Aid. If an ally is reduced to between 20-30% HP, Penelo will first react with the Cure spell; if Penelo lacks enough MP for Cure, she'll instead go down the list to using a Potion. If no allies require healing attention, she'll proceed to her attack gambit.

When choosing between magick-curing or item-curing gambits, and deciding which to put at a higher priority, note that potions are faster. So, if you flip the order of Cure and Potion here, Penelo may be able to quickly restore a desperate ally's HP before the enemy lands a final blow.

First Aid is also faster than Cure spells, but the amount of HP restored may not be enough to get the victim entirely out of immediate trouble. But either way, First Aid and Potion gambits overcome lengthy spell-casting times in desperate situations.

Items vs. Magicks

Items are faster than magicks. A gambit for using a Phoenix Down will always take effect before a gambit for casting Raise, so keep this in mind when a character is burning through the party's entire stock of Phoenix Downs or Potions. Try making the gambit a lower priority for that character, or rely on manually triggering item usage. Gambits like "Ally: item AMT ≥ 10" can also limit waste and ensure that the party doesn't run out of a critical item in the middle of a battle.



Change conditions for an action. (Click the touch pad button to clear.)
Gambits

Fran ON

	Ally: HP < 70%	Cure
ON	Ally: HP < 30%	Potion
ON	Foe: fire-weak	Fire
ON	Foe: HP = 100%	Steal
ON	Foe: lowest HP	Attack
OFF	-	-

This is also an early- to midgame palette that does some interesting things. Here, Fran has a varied approach to both healing and damage dealing. Her first priority is to use Cure to restore any allies who are hurt just a bit. Topping off characters who lose some, but not most, of their Health Points keeps the party more stable, and helps keep licenses activated that confer some bonus at full HP. If a friend is badly damaged, Fran will use a Potion instead, which is faster. Often, this approach will lead to Fran using a Potion to temporarily relieve an ally near death; she'll then follow up with a Cure spell to get them into a comfort zone.

If allies are stable, Fran checks for any fire-weak foes, then nukes them. The element-weak gambit conditions are terrific for Black Mages and Red Battlemages, who can precisely sling their MP around to inflict maximum damage on susceptible foes. ("Element-vulnerable" gambits just mean "the enemy won't resist the spell," but you won't get any bonus damage as you will with "element-weak" gambits.)

"Foe: HP = 100%—Steal" is an interesting gambit that requires some discretion and babysitting, but is well worth it to always assign to one (and only one) member of the current battle party. Put this just above their attack gambits, but behind all gambits concerned with party survival. When it's time to attack, this character will first look to steal from any full-health enemies nearby. When only one enemy is incoming, this takes care of itself: the stealing ally will get in one theft attempt, by then the other party members will begin their attacks, and the thieving ally will then move on to attack gambits since the foe is damaged.

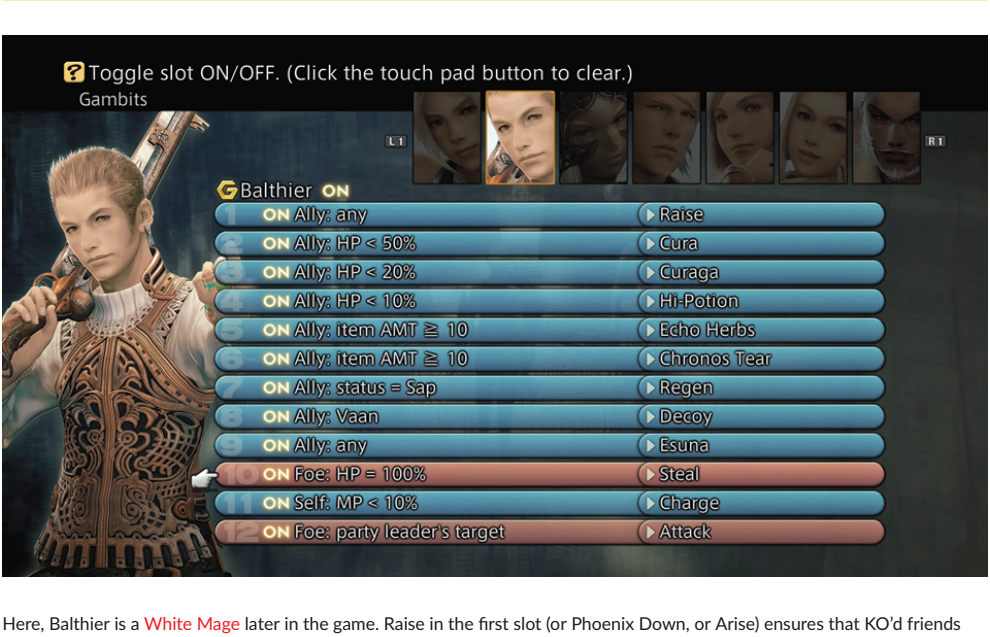
When several foes are incoming, this can get complicated. On weak or middling enemies, your party will probably still be fine as one member runs around using Steal on all the monsters; if you realize they've stolen from everyone and they start getting messages that "there was nothing to be stolen," then manually issue attack commands to that character for the rest of the encounter.

When there are several tough enemies incoming, or it's a boss encounter with a hefty enemy surrounded by helpers, one ally running around trying to Steal over and over can start a downward spiral of instability for the party. In these cases, quickly open up the Party Menu and disable that character's Steal gambit. Make sure the encounter is under control before deciding if you should manually attempt to Steal. When tough encounters are out of the way, enable the Steal gambit again.

Loot obtained from defeating enemies constitutes most of your gil income; this can basically be doubled if you make sure to also Steal as often as possible. This is also on-theme in an adventure where half of your allies are thieves!

Missing Magick

If magicks like Berserk, Decoy, or Reverse miss frequently when cast on your party, it may be due to a high magick resist and magick evade while increasing the caster's magick power with equipment and Faith to make the spells miss less often.



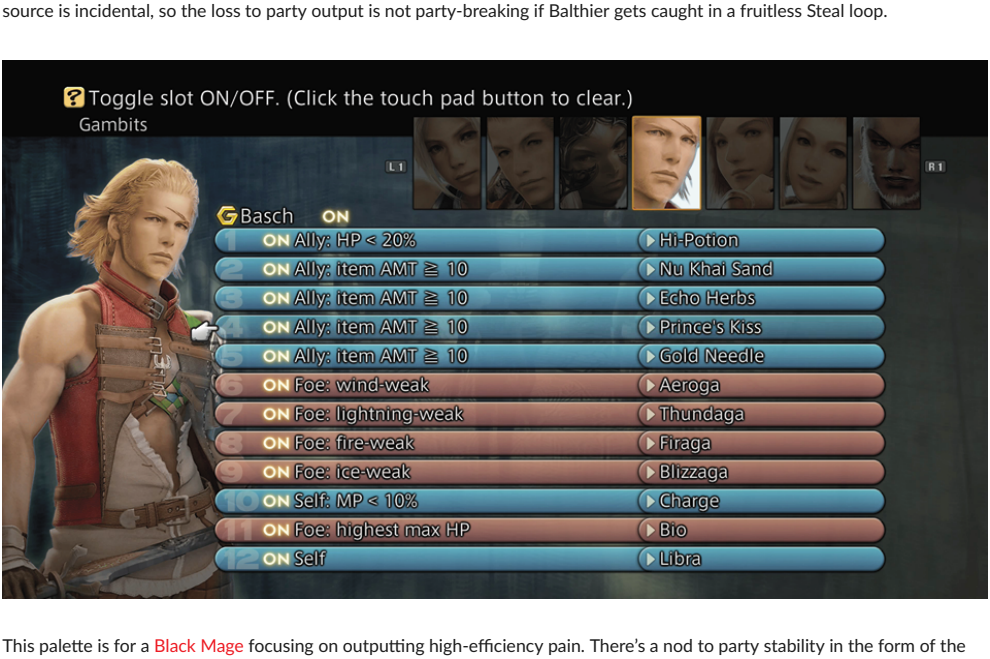
Toggle slot ON/OFF. (Click the touch pad button to clear.)
Gambits

Balthier ON

ON	Ally: any	Raise
ON	Ally: HP < 60%	Cura
ON	Ally: HP < 20%	Curaga
ON	Ally: HP < 10%	Hi-Potion
ON	Ally: item AMT ≥ 10	Echo Herbs
ON	Ally: item AMT ≥ 10	Chronos Tear
ON	Ally: status = Sap	Regen
ON	Ally: Vaan	Decoy
ON	Ally: any	Esuna
ON	Foe: HP = 100%	Steal
ON	Self: MP < 10%	Charge
ON	Foe: party leader's target	Attack

Here, Balthier is a White Mage later in the game. Raise in the first slot (or Phoenix Down, or Arise) ensures that KO'd friends won't be down for long. Immediately following that are the primary healing gambits, Cura to restore all allies in range at once, and Curaga to greatly restore an ally who's near defeat. Immediately following the Curaga gambit is a Hi-Potion gambit for extremely low HP; in this case, Potions are faster, so the lower an ally is, the more worthwhile it is to consider Potions over spells. After that, an array of status-curing gambits help keep the party in top fighting shape. It's impossible to account for EVERY status ailment in one gambit palette. Generally speaking, it's best to start by placing crucial gambits for Cure and attacks on the gambit palettes, then fill out remaining slots with status buffs and enfeeble erasers. You'll probably tinker with these often, as enemies in one area may use Sleep often, while in another region the main danger is Petrification, and so on.

Note that Balthier as a White Mage with a Steal gambit on his palette makes a good bit of sense. If you choose to make someone a White Mage, then they're mostly concerned with party maintenance anyway, and their contribution as a damage source is incidental, so the loss to party output is not party-breaking if Balthier gets caught in a fruitless Steal loop.



Toggle slot ON/OFF. (Click the touch pad button to clear.)
Gambits

Basch ON

ON	Ally: HP < 20%	Hi-Potion
ON	Ally: item AMT ≥ 10	Nu Khai Sand
ON	Ally: item AMT ≥ 10	Echo Herbs
ON	Ally: item AMT ≥ 10	Prince's Kiss
ON	Ally: item AMT ≥ 10	Gold Needle
ON	Foe: wind-weak	Aeroga
ON	Foe: lightning-weak	Thundaga
ON	Foe: fire-weak	Firaga
ON	Foe: ice-weak	Blizzaga
ON	Self: MP < 10%	Charge
ON	Foe: highest max HP	Bio
ON	Self	Libra

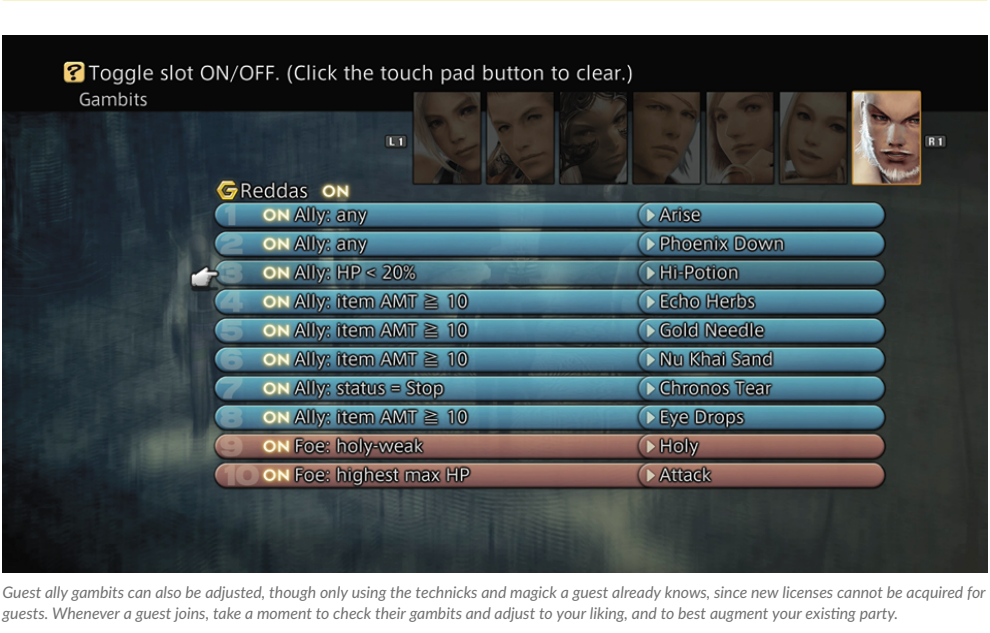
This palette is for a Black Mage focusing on outputting high-efficiency pain. There's a nod to party stability in the form of the Hi-Potion gambit first, but without any innate healing abilities, that's as much as the Black Mage will do (unless assigned a second job with healing abilities, of course). A few status-curing gambits follow, just in case. Then, the primary nukes, tailored to trigger against foes who will take extra damage. Here, all the nukes assigned strike an area-of-effect, meaning this character will be EXTREMELY strong in any area where groups of enemies attack who are all weak to one element.

Finally, toward the end, a Charge gambit is there to help in low-MP situations, a Bio gambit serves as the primary attack (and will only come up if no enemies are present who don't have a weakness listed earlier in the gambits), and Libra brings up the rear, so, when the coast is clear, Basch will enabled detailed enemy data and trap locations.

Artificial Intelligence

Characters aren't dim-witted. They make intelligent choices based upon the gambits created. They won't recast a status effect on something already affected by the same status. Don't worry about someone endlessly recasting Protect or Shell on one person and wasting MP.

Unfortunately, some skills don't work the same way. For instance, Steal would be a wonderful thing to automate, but doing so usually means the character steals endlessly even though the enemy's pockets may be empty. The best you can do is usually to set a low-priority Steal gambit with "Foe: HP = 100%," so your character rushes in early in battles to Steal from fresh foes. However, this can be trouble if there are too many enemies and the character gets caught in a loop of Stealing from foes with no items left to grab, or the party is getting overwhelmed. It's almost always worth having a Steal gambit active for one person in the party, but it'll require a little babysitting sometimes. Situationally disable the Steal gambit, or manually issue that character commands until there are no 100% HP enemies around.



Toggle slot ON/OFF. (Click the touch pad button to clear.)
Gambits

Reddas ON

ON	Ally: any	Arise
ON	Ally: any	Phoenix Down
ON	Ally: HP < 20%	Hi-Potion
ON	Ally: item AMT ≥ 10	Echo Herbs
ON	Ally: item AMT ≥ 10	Gold Needle
ON	Ally: item AMT ≥ 10	Nu Khai Sand
ON	Ally: status = Stop	Chronos Tear
ON	Ally: item AMT ≥ 10	Eye Drops
ON	Foe: holy-weak	Holy
ON	Foe: highest max HP	Attack

Guest ally gambits can also be adjusted, though only using the technicks and magick a guest already knows, since new licenses cannot be acquired for guests. Whenever a guest joins, take a moment to check their gambits and adjust to your liking, and to best augment your existing party.

Disabling Gambits

Gambits aren't always a good thing. In major battles against extremely tough enemies, it's sometimes best to use only a few simple healing and attack gambits and leave the rest up to manual input. This keeps the party from wasting valuable MP, or accidentally using a technick that has no effect on the enemy. Status attacks are a common issue, as most bosses are immune to several status effects. Unless such Status gambits are disabled for that battle, the caster will stand back and cast an endless stream of worthless magicks while expending lots of MP.

Foe Gambit Preamble and Tables

These determine the condition under which a character will target an enemy. Typically, enemy-targeted gambits should be prioritized toward the bottom of a set of gambits. Curative actions that stabilize and buff the party are more important; when characters are healthy and prepared, then it's time to attack.

Generally speaking, the most universally useful targeting gambit is "Foe: lowest HP." In most general combat situations, the best broad plan of attack is to thin the enemy's numbers as quickly as possible, lowering the number of threats active against the party.

In certain battles against a powerful boss-type enemy backed up by a continual stream of lesser foes who act as nuisances, you may need to temporarily change "Foe: lowest HP" gambits to "Foe: highest HP" (or whichever "highest" stat assures the most dangerous enemy is prioritized, such as "Foe: highest max HP").

If you'd like the same general approach (focusing fire to thin enemy ranks fast) but a little more control over whom allies target, you can use "Foe: party leader's target" as your primary general-purpose targeting gambit. Then just make sure you're keeping the current party leader occupied (and alive), and allies will follow suit.

"Foe: character HP/MP" gambits can be useful to direct characters to use Drain or Syphon when their Health Points or Mist Points are low enough.

"Foe: #+ foes present" are great conditionals for crowd control like Sleepga, mass enfeebling like Blindga or Immobilize, and area-of-effect black or arcane magick nukes.

Gambit	Cost
Foe: party leader's target	—
Foe: nearest visible	50
Foe: any	50
Foe: targeted by ally	100
Foe: not targeted by ally	100
Foe: targeting leader	50
Foe: targeting self	50
Foe: targeting ally	50
Foe: targeting Vaan	—
Foe: targeting Ashe	—
Foe: targeting Fran	—
Foe: targeting Balthier	—
Foe: targeting Basch	—
Foe: targeting Penelo	—
Foe: furthest	70
Foe: nearest	70
Foe: highest HP	50
Foe: lowest HP	50
Foe: highest max HP	50
Foe: lowest max HP	50
Foe: highest MP	70
Foe: lowest MP	70
Foe: highest max MP	70
Foe: lowest max MP	70
Foe: highest level	50
Foe: lowest level	50
Foe: highest strength	70
Foe: lowest strength	70
Foe: highest magick power	70
Foe: lowest magick power	70
Foe: highest speed	70
Foe: lowest speed	70
Foe: highest defense	70
Foe: highest magick resist	70
Foe: HP ≥ 100,000	300
Foe: HP ≥ 50,000	300
Foe: HP ≥ 10,000	300
Foe: HP ≥ 5,000	70
Foe: HP ≥ 3,000	70
Foe: HP ≥ 2,000	70
Foe: HP ≥ 1,000	70
Foe: HP ≥ 500	70
Foe: HP < 100,000	300
Foe: HP < 50,000	300
Foe: HP < 10,000	300
Foe: HP < 5,000	70
Foe: HP < 3,000	70
Foe: HP < 2,000	70
Foe: HP < 1,000	70
Foe: HP < 500	70
Foe: HP = 100%	50
Foe: HP ≥ 90%	70
Foe: HP ≥ 70%	50
Foe: HP ≥ 50%	50
Foe: HP ≥ 30%	50
Foe: HP ≥ 10%	70
Foe: status = Petrify	70
Foe: status = Stop	70
Foe: status = Sleep	70
Foe: status = Confuse	70
Foe: status = Doom	70
Foe: status = Blind	70
Foe: status = Poison	70
Foe: status = Silence	70
Foe: status = Sap	70
Foe: status = Oil	70
Foe: status = Reverse	70
Foe: status = Disable	70
Foe: status = Immobilize	70
Foe: status = Slow	70
Foe: status = Disease	70
Foe: status = Protect	70
Foe: status = Shell	70
Foe: status = Haste	70
Foe: status = Bravery	70
Foe: status = Faith	70
Foe: status = Reflect	70
Foe: status = Regen	70
Foe: status = Berserk	70
Foe: status = HP Critical	70
Foe: fire-weak	70
Foe: lightning-weak	70
Foe: ice-weak	70
Foe: earth-weak	70
Foe: water-weak	70
Foe: wind-weak	70
Foe: holy-weak	70
Foe: dark-weak	70
Foe: fire-vulnerable	70
Foe: lightning-vulnerable	70
Foe: ice-vulnerable	70
Foe: earth-vulnerable	70
Foe: water-vulnerable	70
Foe: wind-vulnerable	70
Foe: holy-vulnerable	70
Foe: dark-vulnerable	70
Foe: undead	70
Foe: flying	70
Foe: character status = Blind	300
Foe: character status = Silence	300
Foe: character status = Bravery	300
Foe: character status = Faith	300
Foe: character status = HP Critical	300
Foe: character HP = 100%	300
Foe: character MP ≥ 90%	300
Foe: character MP ≥ 70%	300
Foe: character MP ≥ 50%	300
Foe: character MP ≥ 30%	300
Foe: character MP ≥ 10%	300
Foe: character MP < 90%	300
Foe: character MP < 70%	300
Foe: character MP < 50%	300
Foe: character MP < 30%	300
Foe: character MP < 10%	300
Foe: character HP ≥ 90%	300
Foe: character HP ≥ 70%	300
Foe: character HP ≥ 50%	300
Foe: character HP ≥ 30%	300
Foe: character HP ≥ 10%	300
Foe: character HP < 90%	300
Foe: character HP < 70%	300
Foe: character HP < 50%	300
Foe: character HP < 30%	300
Foe: character HP < 10%	300
Foe: 2+ foes present	300
Foe: 3+ foes present	300
Foe: 4+ foes present	300
Foe: 5+ foes present	300
Foe: 2+ allies present	300
Foe: 3+ allies present	300
Foe: item AMT ≥ 10	300

Ally Gambits Preamble and Tables

Ally-targeted gambits direct characters to assist the party.

The most basic ally-targeting conditions will involve restoring HP.

When dealing with defeated allies and negative status effects, characters are pretty smart about correctly observing the "Ally: any" gambit. If you build a gambit of "Ally: any—Phoenix Down," that character will only use a Phoenix Down if an ally gets KO'd. The character won't just uselessly use Phoenix Downs on upright fighters. The same is true for status-curing actions like Antidotes, Golden Needles, Vox and Esuna magick, and so on. Pair "Ally: any" with various status-curing magicks and items as medium-priority actions (under HP-restoring actions, but over attacks) to automate party upkeep to your liking.

"Ally: item AMT ≥ 10" works the same as "Ally," but will refrain from expending more items when you're running out.

The more specific ally-status gambits can be used if you want more specific and situational status-curing solutions. For example, a gambit of "Ally: any—Remedy/Esuna" will be triggered by many debuffs. But if you build a gambit of "Ally: status = Stop—Dispel," then Dispel will only be cast upon that ally if they're afflicted with Stop. Other examples include "Ally status = Sap—Regen" and "Ally status = Slow—Haste."

Gambit	Cost
Ally: any	50
Ally: party leader	50
Ally: Vaan	—
Ally: Ashe	—
Ally: Fran	—
Ally: Balthier	—
Ally: Basch	—
Ally: Penelo	—
Ally: guest	—
Ally: lowest HP	70
Ally: strongest weapon	70
Ally: lowest defense	70
Ally: lowest magick resist	70
Ally: HP < 100%	50
Ally: HP < 90%	70
Ally: HP < 80%	70
Ally: HP < 70%	50
Ally: HP < 60%	50
Ally: HP < 50%	50
Ally: HP < 40%	50
Ally: HP < 30%	50
Ally: HP < 20%	70
Ally: HP < 10%	70
Ally: MP < 100%	50
Ally: MP < 90%	70
Ally: MP < 80%	70
Ally: MP < 70%	50
Ally: MP < 60%	50
Ally: MP < 50%	50
Ally: MP < 40%	50
Ally: MP < 30%	50
Ally: MP < 20%	70
Ally: MP < 10%	70
Ally: status = KO	70
Ally: status = Stone	70
Ally: status = Petrify	70
Ally: status = Stop	70
Ally: status = Sleep	70
Ally: status = Confuse	70
Ally: status = Doom	70
Ally: status = Blind	70
Ally: status = Poison	70
Ally: status = Silence	70
Ally: status = Sap	70
Ally: status = Oil	70
Ally: status = Reverse	70
Ally: status = Disable	70
Ally: status = Immobilize	70
Ally: status = Slow	70
Ally: status = Disease	70
Ally: status = Lure	70
Ally: status = Protect	70
Ally: status = Shell	70
Ally: status = Haste	70
Ally: status = Bravery	70
Ally: status = Faith	70
Ally: status = Reflect	70
Ally: status = Invisible	70
Ally: status = Regen	70
Ally: status = Float	70
Ally: status = Berserk	70
Ally: status = Bubble	70
Ally: status = HP Critical	50
Ally: 2+ foes present	300
Ally: 3+ foes present	300
Ally: 4+ foes present	300
Ally: 5+ foes present	300
Ally: item AMT ≥ 10	300

Finding Gambits

Once the party's gambits are available for editing, all gambits are available in participating stores. You're under no obligation to buy more than you need, but be sure to peruse the massive list and pick up any that seem like they'll be useful—the cost is paltry compared to the benefit later. In the original release of *FINAL FANTASY XII*, you'd sometimes be bottlenecked in gambit freedom because some gambits weren't acquired till very late in the adventure. This is not a problem in *The Zodiac Age*, and you're free to craft the party AI you like.

Self Gambits Preamble and Tables

These function like ally gambit conditions, but targeted only at the character performing the action.

These can be useful for "tank" characters who are taking most of the party's hits, and focusing on dishing out melee damage to enemies; you won't want these characters to get too bogged down with assisting the *entire* party, but it's quite useful for them to keep an eye out for themselves, especially at critical HP. Something like a "Self: HP < 20%—Hi-Potion/X-Potion" gambit won't occupy a tank character for very long, and will ease the curing burden of their supporting allies.

For supporting characters who are focusing on magely duties, Silence can be devastating. For casters, a gambit of "Self—Echo Herbs" can restore the mage's abilities without occupying another party member's time (it also works if you use gambits of "Self: status = Silence—Echo Herbs," or even "Self: item AMT ≥ 10—Echo Herbs"). Depending on a character's function in your party, this may be something else equally important, like having melee fighters watch themselves for Blind status, ready to clean it up with Eye Drops.

As with other categories, "Self: item AMT ≥ 10" works the same as the "Self" condition, but with an item restriction. You'll basically realize an item restriction gambit is kicking in if your characters stop restoring their status with items. At least when you realize this is happening, you'll have a few items left in reserve, to hopefully tide you over till you can reach a teleport crystal or the *Strahl*, so you can get back to an item shop somewhere and replenish your disposable item stock.

"Self: MP < #%" gambits are crucial to help characters maintain their Mist Points. "Self: MP < 10%—Charge" is the tried-and-true method for rolling the dice on recouping MP when you're almost out. The Syphon magick is even better for stealing MP from foes to restore your own, as long as the enemy isn't immune, and has MP in reserve to steal. Set the Syphon gambit to drain power from foes when MP is at a mid-to-low level, and for Charge to occur as a lower-priority action, when MP is basically depleted.

Gambit	Cost
Self	50
Self: HP < 100%	50
Self: HP < 90%	70
Self: HP < 80%	70
Self: HP < 70%	50
Self: HP < 60%	50
Self: HP < 50%	50
Self: HP < 40%	50
Self: HP < 30%	50
Self: HP < 20%	70
Self: HP < 10%	70
Self: MP < 100%	50
Self: MP < 90%	70
Self: MP < 80%	70
Self: MP < 70%	50
Self: MP < 60%	50
Self: MP < 50%	50
Self: MP < 40%	50
Self: MP < 30%	50
Self: MP < 20%	70
Self: MP < 10%	70
Self: status = Petrify	70
Self: status = Doom	70
Self: status = Blind	70
Self: status = Poison	70
Self: status = Silence	70
Self: status = Sap	70
Self: status = Oil	70
Self: status = Reverse	70
Self: status = Immobilize	70
Self: status = Slow	70
Self: status = Disease	70
Self: status = Lure	70
Self: status = Protect	70
Self: status = Shell	70
Self: status = Haste	70
Self: status = Bravery	70
Self: status = Faith	70
Self: status = Reflect	70
Self: status = Invisible	70
Self: status = Regen	70
Self: status = Float	70
Self: status = Bubble	70
Self: status = HP Critical	50
Self: 2+ foes present	300
Self: 3+ foes present	300
Self: 4+ foes present	300
Self: 5+ foes present	300
Self: targeted by foe	300
Self: targeted by ally	300
Self: item AMT ≥ 10	300

Helpful Gambits

The possibilities seem endless, but here are a few useful gambits to get things going in the right direction. Use these as building blocks for more complicated gambits later on in the game. Remember to *always* check your gambits before entering a major battle. One simple mistake can ruin an encounter!

REVIVE Gambits

Ally: Any—(Raise, Arise or Phoenix Down)

In most battles, it's a good idea to assign very high or top priority to some variation of a revival gambit. Reviving downed allies is crucial in battle. The gambit triggers an immediate response and oftentimes revives the fallen ally before he or she can hit the ground. It's a riskier approach, but a KO'd ally can also be cured by sacrificing another character with a Revive gambit.

Healing Gambit

Ally: HP < #%—(Cure, Cura, Curaga, or Curaja)

This is perhaps the second most important gambit. Make sure it always follows the revival gambit (if you have one assigned). Healing is extremely important in every battle, regardless of what the party is fighting. Unless, of course, you're just fighting weaker creatures for sport or loot! Close to 50% is a good trigger during a fight. Try staggering the percentage between three characters to ensure there's a primary, secondary, and emergency healer. (For instance, use 60%, 50%, and 40%.) Doing so keeps the damage dealers focused on fighting instead of stopping to heal all of the time.

Manual Revive

Depending on the situation or your style of play, you might go without Raise/Phoenix Down/Arise/Revive gambits. You'll have to either manually issue a command for one of your remaining characters to assist the fallen friend, or you'll need to open up the menu and swap out the downed fighter for someone waiting in reserve.

Whenever an ally falls, the remaining fighters are at greater risk; enemies will focus their fire just like your party does. Sometimes, immediately trying for Raise is the wrong move, especially if everyone standing isn't totally healthy. In battles that start to slide toward being overwhelming, parties with Raise-type gambits on everyone may get caught in low-health loops when characters prioritize Raise over other actions. A spiral can ensue of one character getting KO'd and revived after another, and everyone staying at low health in a dicey situation.

By deciding to handle KO status manually, you can make sure that the party is stable before reviving a friend. Even more safely (and if you're keeping the party's levels relatively close), swap the KO'd ally for a healthy reserve fighter (then revive and fully heal the KO'd friend while they sit safely in reserve, whenever the situation is under control).

Figure out which way works best for your style, and the situation.

Status Effect Removal Gambits

Ally: Status = (any status)—(any status remover)

Automating status removal can be a big help. Find the proper gambit for the status in question and match it up with the cure. Esuna and Esunaga can eliminate most common status effects like Blind and Silence, while others require a specific cure or item. See below for a complete breakdown:

Berserk
Dispel

Blind
Eye Drops—Blindna—Remedy

Confuse
Nu Khai Sand—Remedy (requires Remedy Lore 2 license)

Disable
Remedy (requires Remedy Lore 1 license)

Disease
Cleanse—Serum—Remedy (requires Remedy Lore 3 license)

Doom
Remedy (requires Remedy Lore 3 license)

Immobilize
Remedy (requires Remedy Lore 1 license)

KO
Raise—Arise—Phoenix Down—Revive technick

Oil
Handkerchief—Remedy (requires Remedy Lore 2 license)

Petrify
Gold Needle—Stona—Remedy (requires Remedy Lore 3 license)

Poison
Antidote—Poisona—Remedy

Sap
Regen—Remedy (requires Remedy Lore 1 license)

Silence
Echo Herbs—Vox—Remedy

Sleep
Prince's Kiss—getting hit—Remedy (requires Remedy Lore 1 license)

Slow
Dispel—Haste—Remedy —Chronos Tear

Stop
Dispel—Chronos Tear—Remedy (requires Remedy Lore 3 license)

Dispel Gambits

Foe: Status = (most statuses)—(Dispel or Dispelga)

Some enemies make use of positive status effects like Protect, Shell, Haste, Bravery, Faith, and others. Such effects may make battles a bit more challenging, especially when the creature is a boss. Dispel and Dispelga can quickly eliminate such status effects and even wipe out Reflect. The only drawback is that they may also eliminate negative statuses cast by the party such as Slow. The "Foe: any" gambit also works with Dispel, but keep in mind that you will also dispel Slow or Stop. Surprisingly, Dispel can also be used to remove Stop status from allies, as long as an "Ally" condition is used instead.

MP Restoration Gambits

Self: MP < 10%—Charge

Self: MP < 50%—Syphon

There are two very effective ways to restore MP without using a Save Crystal or Ether. The first is the Charge technick. A player can take a chance to regain a small amount of MP. The risk is that if the technick fails, the character's MP drops to zero. This is really only effective when the character is extremely low on MP. The risk of failing increases as the character's MP increases, so one to two attempts is usually all that is advisable.

The second gambit involves the use of Syphon magick. With Syphon, a caster can steal a large chunk of MP from most enemies and transfer it to him or her. Most characters can easily restore a third of their MP this way with a single cast of Syphon. Unfortunately, many creatures, especially the undead, are immune to it. Turn off this gambit during such situations to ensure that the character doesn't pointlessly cast Syphon over and over again.

Nearly Unlimited MP

All magick users should consider having both MP restoration gambits set. Syphon and Charge gambits should be set at a low priority, under any gambits for curing or attack magick, with Charge at a lower priority than Syphon. Charge shouldn't come up until MP is basically gone anyway.

Attack Gambits

Foe: (Any or nearest)—(Attack, magick, or technick)

Foe: Party leader's target—(Attack, magick, or technick)

Foe: Lowest HP—(Attack, technick)

The best attack condition gambit to use depends on your preference, party makeup, and the situation.

Foundationally, it's almost always best to make all of the characters in the party focus on the same target. If there are lots of pesky foes on the field, this will thin their ranks quicker than spreading fire between several targets.

When there's only one boss-grade enemy, gambit conflict is no issue; the party will focus on the only enemy on the field as long as the attack gambit makes sense. (In other words you can still mess up if, for example, the only attack condition on a character is "Foe: HP < 10%" and the lone enemy has plenty of HP left.)

When a boss-type foe stands among many lesser enemies, you might want to ignore the nuisances in favor of taking out the boss faster. In this kind of case, you'd want to change all primary attack gambits to "Foe: highest max HP."

Rare exceptions might occur when, for example, a magick-casting enemy stands behind lots of melee-oriented foes; a "Foe: lowest HP" gambit on everyone in that scenario might prove problematic, as everyone runs past a bunch of threats to attack one in the back, training the whole mess along. Areas with a varied mix of physical and magick-based foes might warrant a primary attack gambit of "Foe: nearest visible" in these cases.

Another way to assure focus fire is to give most characters the attack condition "Foe: party leader's target." To whomever you like to use as party leader, assign a more conventional attack gambit, like "Foe: lowest HP" or "Foe: highest max HP" or "Foe: nearest visible." You can also take a more hands-on control of the party leader and manually select their attacks and actions.

The party-leader-focused gambits are great, with the only issues arising when party leaders are KO'd. A dead party leader can't target anything, of course, and you'll have to select a new party leader before reviving the old one, and the party's attack gambits will break down until you either manually revive the old leader and switch back to them, or enter the Party Menu and alter gambits to reflect the new party leader (or to reflect a more universal condition, as described above).

Post-Battle/Beneficial Status Gambits

Ally: Any—(positive status)

Ally: HP < 80%—Cura

Any gambit placed after the attack gambit is initiated once all nearby enemies are defeated. This is useful for positive status effects such as Haste, Bubble, Faith, Bravery and even Decoy and Berserk. By placing these gambits at the end, it ensures the characters focus on attacking during combat and spend less time protecting. This also means the player must take over during longer battles to ensure that necessary positive status effects remain intact throughout the entire fight.

Weakness Gambits

Foe: (Any element)-weak—(matching element)

Foe: (Any element)-vulnerable—(matching element)

Most enemies have a weakness to at least one element. Casters can take advantage of these weaknesses by using the correct type of magick. For instance, cause extra damage by casting Fire magick on an enemy with a low fire resistance, or Aero on a creature with low wind resistance. Gambits will enable you to automatically take advantage of such weaknesses. Make sure the caster has an MP restoration gambit or two to go with the weakness gambits so he or she never runs out of Mist Points.

Weak vs. Vulnerable

The difference between these terms may not be obvious. Creatures that are weak to an element sustain extra damage when hit with such magick. Vulnerability merely suggests that it is possible to damage the enemy with the spell; no extra damage is caused. Some of the toughest enemies lack weaknesses, but they may be vulnerable to more than one element.

Gambit Oddities

The following aren't the most practical gambits, but they are fun to use. Give them a shot and have some fun. They may even spark a few original ideas.

Ally: (Melee specialist's name)—Berserk

This tricky gambit sacrifices control of one character in favor of drastically increasing his/her attack power, speed, and combos. The character won't consider gambits when acting and may also run from target to target rather than focusing on one. It isn't perfect, but it can be extremely effective. When using Berserk, always pair it with Haste for maximum speed.

FOE: Character status = Blind—Sight Unseeing

Sight Unseeing is an amusing technick that only works when the character suffers from the Blind status. You can put this to work by intentionally blinding the character and giving him or her a gambit such as this one. Keep in mind that many enemies are immune to Sight Unseeing (in particular, the undead), so be ready to turn off the gambit when necessary.

Foe: HP = 100%—Charm

This is another technick that can be useful, but more often than not, an enemy will resist it. Placing Charm with the "Foe: HP = 100%" gambit ensures that the caster will try to influence someone other than the leader's target. It can be useful when fighting large groups. Like with a gambit of "Foe: HP = 100%—Steal," this can get one character caught in an ineffective loop sometimes, so be ready to manually give them useful commands if needed.

Foe: Character HP > 90%—Souleater

Souleater is a powerful technick that consumes the user's HP to damage the enemy. Although it doesn't work well against the undead, it is effective against other enemies. It's especially effective against enemies with a high defense.

Foe: Character MP < 10%—Shades of Black

Low on MP? No worries. Shades of Black enables a caster to fire a random Black magick without consuming any MP. The only drawback is that you never know what will happen! The spell may be extremely powerful, ineffective, or even absorbed by the monster. This is mainly effective against lesser enemies so, unless you feel like taking a risk, don't use it against bosses.

For a slightly different purpose, try out a gambit of "Foe: flying—Shades of Black." This is a passable, if not ideal, option for melee-centered fighters to use against flying enemies, in the absence of access to spears, hand bombs, ranged weapons, or Telekinesis.

Foe: Undead—(Cure, Cura, Curaga, Curaja, Raise, or Arise)

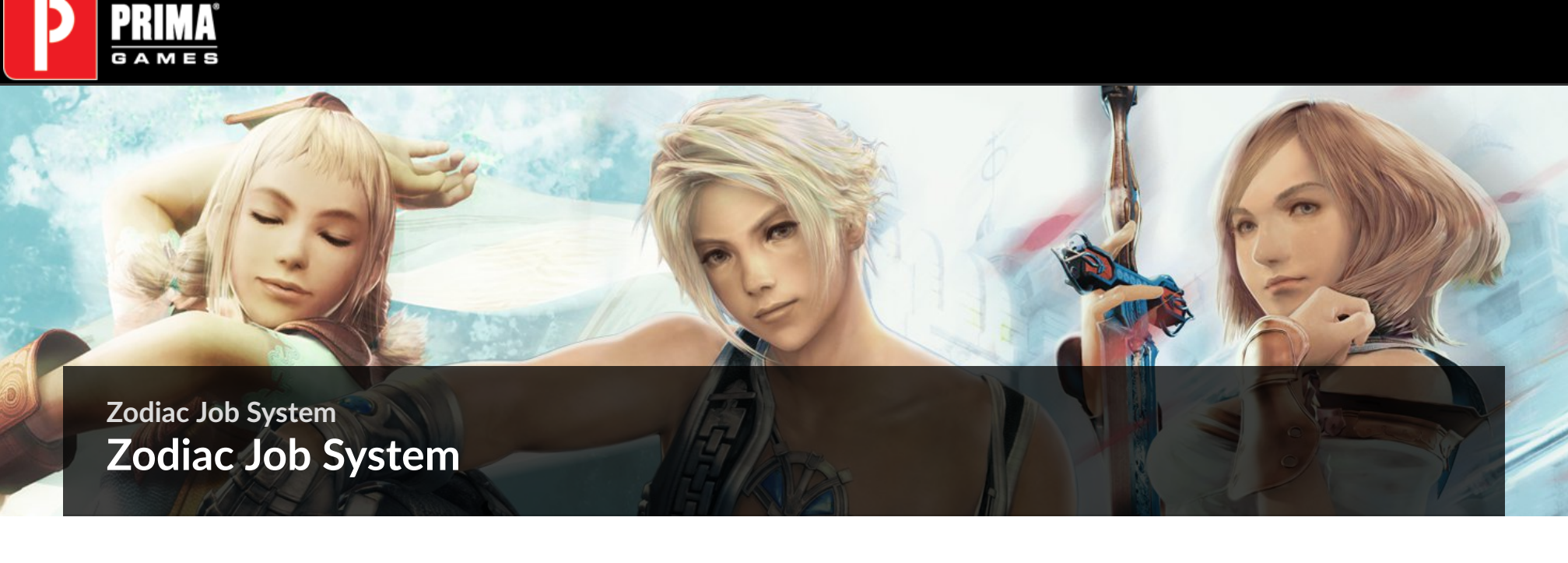
The undead may have a bunch of resistances, but they can't stand up against Holy magicks. This includes most restoration spells. Try bombarding a group of undead with Curaja and watch them melt away.

Ally: Party leader—Reverse

Reverse magick is unpredictable at best. It often misses and doesn't last long, but it can be beneficial when facing a particularly difficult enemy. Try casting Reverse on the party leader and watch as the enemy's attacks actually heal that person. This is best used in combination with Decoy. Also, make sure all Healing gambits are turned off while this gambit is active, or someone may actually end up killing the party leader while trying to heal him/her. Alternatively, change the restorative gambits of your non-Reversed party members to "Self: HP < 50%—Curaga" so that they don't undermine your efforts.

Foe: Flying—Telekinesis

This technick is incredibly useful. With this gambit, a character equipped with a melee weapon can strike a flying foe for random damage based off the equipped weapon. This is a huge advantage, since melee weapons usually cause more damage than ranged weapons.



Zodiac Job System

Zodiac Job System

Among many updates, the Zodiac Job System stands out as the most significant alteration to *FINAL FANTASY XII*. The purpose of this chapter is to help you make lasting, effective, and fun choices for your combat party. We would caution you about delving too far into most chapters before you've seen the content yourself, to avoid potentially spoiling the experience, but that's not the case here. You'll be better off spending a little time thinking about party makeup early, rather than wishing you'd made different choices 100 hours later. This chapter describes the basic concerns of Job assignment and party building, as well as crucial long-term implications, which are not apparent early on.

Jobs of the Zodiac age

Archer

Black Mage

Bushi

Foebreaker

Knight

Machinist

Monk

Red Battlemage

Shikari

Time Battlemage

Uhlan

White Mage

A History of Updates

2006: *FINAL FANTASY XII*

In the original release of *FFXII*, all characters were developed on an enormous license board. There was specialty and customization, but eventually it was possible to more or less give all abilities to all characters. This aspect was somewhat altered from many early *FINAL FANTASY* titles, where heroes were locked into different roles.

2007: *FINAL FANTASY XII International Zodiac Job System*

In 2007, a job system was introduced through the *International Zodiac Job System* re-release of the game in Japan. Here, at a certain level of progression, each of the six main characters could be permanently locked into a particular Job, each of which had its own unique license board for further character development. This release of *FFXII* took care of the problem of not allowing for strong customization and distinct roles between characters, but it was never released in English-speaking markets (though many fans acquired the Japanese version to play anyway, which used English language cutscenes—hence "*International*" in the title for the Japanese re-release). While the *FINAL FANTASY XII: International Zodiac Job System* introduced lots of new gameplay variation, it also created new issues: with six characters and 12 Jobs, it wasn't possible to enjoy all the abilities and weapons available in one playthrough. It was also possible to design parties that were capable of completing the main game, but inadequate to the challenge of the toughest side quests, not to mention Trial Mode.

2017: *FINAL FANTASY XII: The Zodiac Age*

With this new, remastered *Final Fantasy: The Zodiac Age* edition, these issues are addressed. As before, after enough game progression, you'll be able to assign each of the six main heroes with a permanent Job, granting them access to that Job's license board. But now, not long after that, you'll be able to assign a second Job (and license board) to each character!

The ability to assign a second Job board is gained at the same time as access to the first Esper.

The potential here is dizzying, in all directions. You can think of these Jobs as *FFXI*-style "subjobs," using them to bolster the strengths of your "main" Job, like granting more battle and swiftness lores than would normally be available. Or, you can use them to shore up deficiencies, like adding heavy armor capability to a fragile white or black mage.

Some considerations are obvious, like adding a mage board onto a melee to make a more survivable, flexible hybrid. Or mixing weapon and armor types that don't normally get to blend.

But some are less obvious, like choosing a pair of Jobs based on what you'll unlock by giving that character a particular Esper, adding unique capabilities to that combination.

Zodiac Job System Assignments Are Permanent

Repeat: **permanent**! Once you've assigned a Job (or a second Job) to a character, this action cannot be undone! They're locked into that license board **forever**, including for Trial Mode battles.

Spend a little time thinking about what you want from your party. Don't be afraid to put off the decision to pick a license board until you're ready. While you're mulling your decisions, it's possible to progress without assigning Jobs at all (though it's costly in terms of Potions). This will give you more LP to spend whenever you do take the plunge and assign Jobs.

For the ultimate experimental launchpad, progress all the way to the Tomb of Raithwall without assigning a Job to anyone, save your game, and make sure not to delete or overwrite that save file (save the "clean" party in multiple slots, or back the save up to the cloud with PlayStation® Plus). If you want to go the extra mile and defeat Belias to create a perfect save with all twelve assignments available, the Demon Wall will be a challenge. If you use the characters with the strongest weapons, stock up on Eye Drops and Hi-Potions, and read the walkthrough, you can do it. Here, you'll have plenty of LP stored up, a full contingent, and decently tough battles to experiment on. *FFXII* is an enormous game, so it's worth the time to make sure you're happy with your warriors early on.

But What Team Do I Make?

This chapter is a lot to take in all at once. If you just want to cut right to the chase and get a recommendation for a solid team, complete with Esper and Quickening instructions, simply refer to this chart. This team includes every job, so you get the full experience, and has a varied team that you can swap in and out at will. We encourage you to read the whole chapter, but this will get you going right this minute.

Character	Roles	First Job	Second Job	Quickening to Skip	Espers			
Vaan	Melee & Magick damage	Uhlan	Black Mage	75	Ultima	—	—	—
Penelo	Tanking, Melee Damage, (Healing later)	Monk	Foebreaker	50	Chaos	Zodiark	—	—
Basch	Melee & Ranged Damage, Damage, Support	Bushi	Time Mage	50	Zalera	Adrammelech	—	—
Balthier	Healing, Ranged Damage, Support	White Mage	Archer	125	Belias	—	—	—
Fran	Melee & Magick Damage, Healing, Support, Tanking	Red Battlemage	Shikari	100	Zeromus	Exodus	Cúchulainn	Shemhazai
Ashe	Tanking, Melee Damage, (Healing later)	Knight	Machinist	100	Hashmal	Famfrit	Mateus	—

Licenses

Licenses are what make the characters function, and the only difference between Jobs is which licenses they bring to the table. At the core of your team's identity and functionality are their Licenses. Magicks, technicks, weapons, armor, and even accessories require a license before a character can wield or equip them. Each character enters the game with a few basic licenses. You can try to optimize your choice to take advantage of these free licenses, giving your characters Jobs which suit this flavor, or simply follow your whims.

Licenses are purchased with LP (License Points) earned during battle. Most creatures are worth 1 LP, so it can take a long time to earn the LP needed to unlock some of the best licenses. (Once you're strong enough to make a little progress in Trial Mode, it becomes an excellent source of LP—see the Trial Mode chapter for more on this.) Check a character's LP by entering the Licenses sub-menu within the Main Menu. Each character can have as much as 99999 LP accumulated; although collecting that much LP would be a highly unlikely scenario, any LP beyond the amount you need to fill out the characters' license boards is wasted.

Wandering Battles

Most battles are optional. The party can flee past enemies and avoid combat, if you so desire. The gambit system makes battle less tedious by automating simple battle commands. Let your gambits do the work and take down those lesser enemies. It's worth fighting low-level creatures for LP gains (not to mention sellable loot) even when the experience earned is minimal.

Purchasing Licenses

At first, most of the boards appear blank and desolate. On top of that, you will obtain a second board, invisibly intersecting your first. Fortunately, you have this guide to provide a visual map of both boards and allow for better planning from the beginning. Each character starts with a few innate abilities, which will be unlocked on any boards that contain them. These panels represent the character's experience prior to joining the party. It also enables them to wield basic weapons and armor while using some low-level magicks and technicks too, so they can do a little more than just attack at the start of the adventure. (Should you choose to progress jobless to just after the Tomb of Raithwall, granting access to both boards on a pristine party, it's these abilities you'll have to rely upon until then.)

Character	Licenses					
Vaan	Daggers 1	Light Armor 1	Steal	—	—	—
Balthier	Guns 1	Light Armor 2	Steal	First Aid	—	—
Fran	Bows 1	Light Armor 2	White Magick 1	Black Magick 1	Steal	—
Basch	Swords 2	Shields 1	Heavy Armor 1	Libra	—	—
Ashe	Swords 2	Shields 1	Heavy Armor 1	Accessories 2	White Magick 1	Libra
Penelo	Daggers 1	Mystic Armor 1	White Magick 1	First Aid	—	—

Next to the unlocked panels are locked panels. These panels are filled in, but haven't been purchased with LP. Press the ✕ button over a locked panel and the game will ask you to confirm the purchase if the character has enough LP to complete the transaction. Agree to do so to unlock the locked panel. Any unfilled panels adjacent to the recently unlocked panel have their information filled in on the board. These are now available for purchase. While unfilled panels look blank, if you move your cursor over them, you can see what they contain, letting you plan ahead.

What Should I Buy?

While each character will likely have all of their unique abilities and equipment unlocked by the end of game, prioritizing which order to do this in can spare you a significant amount of hassle. With the magic of two simultaneous boards, it's now possible to skip across license boards with a few, selective purchases. The Accessory, Battle Lore, and Magick Lore licenses in particular can often provide handy shortcuts for the forward-thinking gamer. Just reference the license boards ahead in this chapter to make those random unlocks a lot less random.

A good rule of thumb is to avoid grayed-out slots like the plague. If you don't have a particular magick, technick, or equipment available, that license is a waste of points. Augments, on the other hand, always apply, making them a very alluring choice. A few Battle Lores or Health Point bonuses early on can make a huge difference when you stumble into a zone full of overpowered monsters.

Gambits are critical to a strong team, but early on you may not need to unlock all ten Gambit licenses on the board. If you have open slots you just aren't using, save your License Points for something that will help you now, like Remedy Lore 3, which can save your party from the heartbreak of Disease before any other cures are available. On the other hand, when you need to put a gambit together to use a strong new ability or handle a tough situation, that slot is a wise investment.

Breaking Down the License Boards

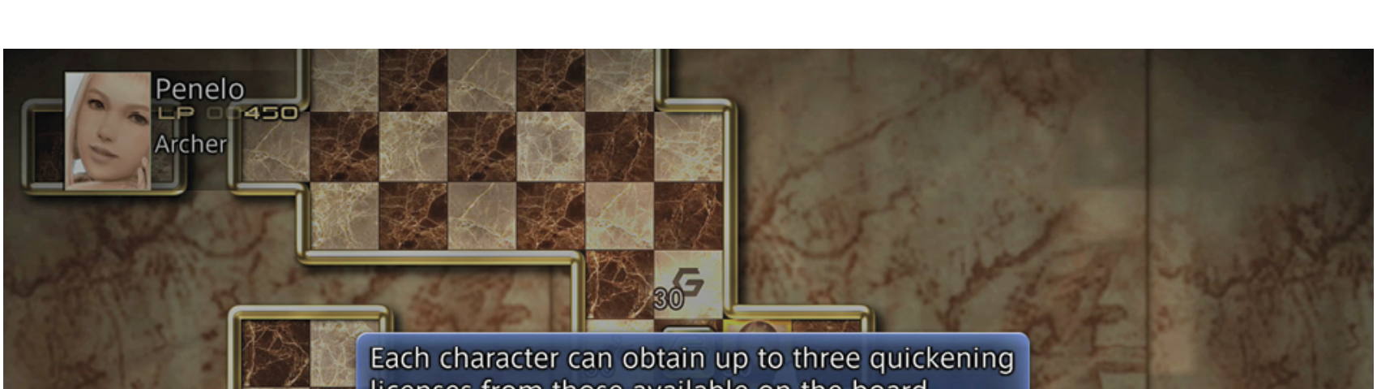
Gambit Panels

Throughout the augmentations section, there are 10 Gambit Slot panels that increase in cost from 15 LP to as much as 100 LP. Unlocking a Gambit Slot panel adds a gambit slot to that character. This allows for the creation of additional gambits so you can automate more of a character's actions. As noted, don't invest in these panels at the very start of the game; instead, wait until the gambits are needed. A character can never have too many gambits, but extra HP and swiftness are far more important at the beginning of the game.

Quickenings

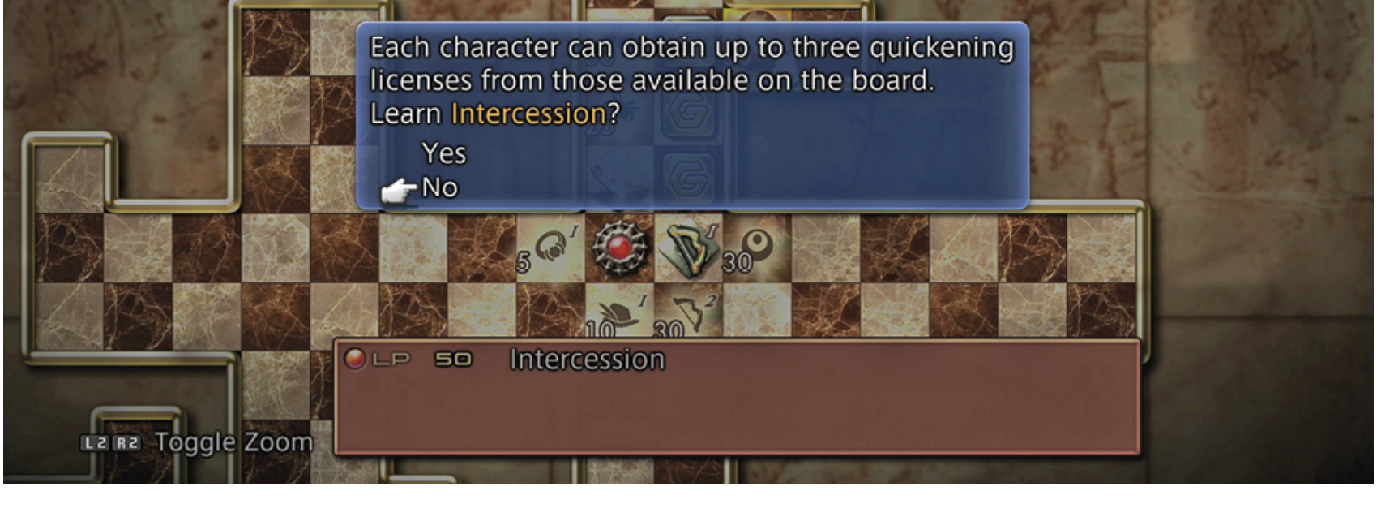
During Quickenings, characters draw upon the mist to unleash devastating attacks. Once one character begins a Quickening, you'll be able to play a kind of mini-game to make other characters chain their Quickening attacks, one after another. This can often absolutely decimate a group of enemies or a boss, even allowing you to punch well above your weight class in fights against high-level beasts.

On each license board, there are potentially four Quickening panels, even though each character can unlock only three. Once three are unlocked, the fourth panel disappears. Planning which Quickenings a character should take doesn't matter, unless the fourth panel you're neglecting turns out to have something behind it, which isn't an issue on most license boards for Quickenings (though it definitely is a concern for Espers). Whichever Quickening panels you unlock, your characters learn their three Quickening attacks in the same order. (Fun fact: Quickenings translate as "Mist Knacks" from the Japanese version.)



Each character can obtain up to three quickening licenses from those available on the board.
Learn Intercession?
Yes
No

Intercession



Penelo has learned a new Mist ability!

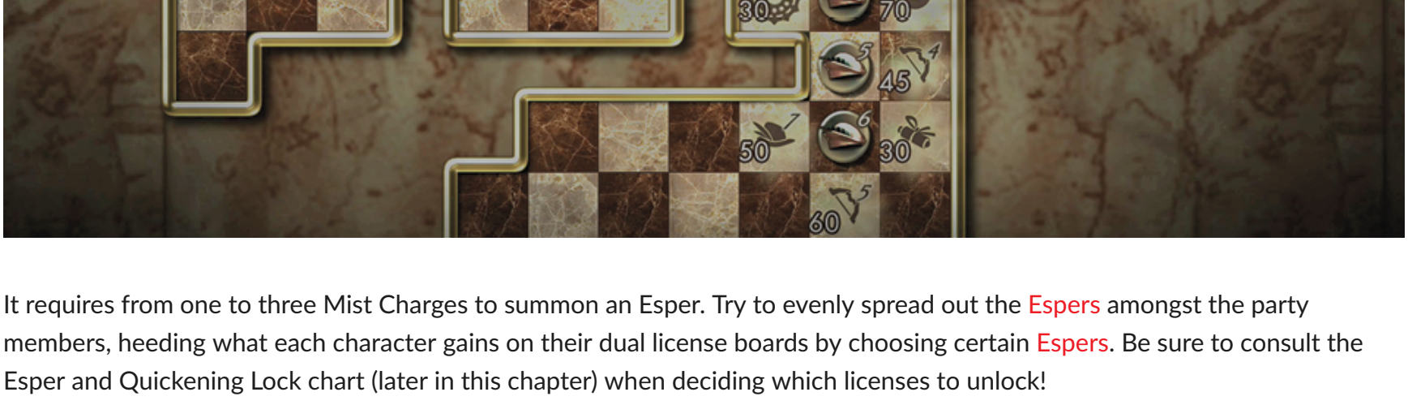
It pays to go after these panels early in the game because Quickenings are very powerful attacks, and because the more Quickenings you unlock for a character, the more Mist Charges they can store in reserve. Performing a Quickening expends a Mist Charge. Upon unlocking a second and third Quickening panel, the character also gains an additional Mist Charge each time. Mist Charges are also expended when summoning Espers.

One-Time Panels

Esper panels are considered "one-time" panels, since only one character can learn them. Once unlocked, they vanish from the other characters' license boards. This has repercussions if there were exclusive ability panels you wanted to purchase locked away behind Esper panels on certain boards. Think twice about Esper assignment—it's more than just giving a character a powerful summoning magick, and like Job choices, it's permanent.

Espers

Espers don't appear on the license board until the party finds them and subsequently defeats them. (The time of your first encounter with an Esper is also when characters first gain access to second license boards.) Esper slots appear as empty spaces until that time arises. Characters can learn any number of Espers, but a character can only summon one Esper at a time. More importantly, only the character who unlocks the Esper may command it.



The license for the Esper Belias has been added to the board!

It requires from one to three Mist Charges to summon an Esper. Try to evenly spread out the Espers amongst the party members, heeding what each character gains on their dual license boards by choosing certain Espers. Be sure to consult the Esper and Quickening Lock chart (later in this chapter) when deciding which licenses to unlock!

Magicks

Powerful spells used to inflict damage, cure wounds, strengthen the party, and weaken the enemy.

White Magick

Focuses on healing and restoration.

White magick is used primarily for healing and reviving party members. These spells are critical to any viable team. Even those characters who focus on melee will benefit greatly from being able to shoulder some of the healing load. (And nowhere is white magick on a melee Job more obviously useful than when assigning Espers Mateus and Hashmal to characters assigned as Knights.) The most useful abilities include:

Cure & Curaga: Heal an individual party member. Curaga is an enhanced version of Cure that restores more lost HP. These are absolutely essential; pick them up as early as possible. Healing magick spells can also be directed against undead foes to damage them, a strategy that's worked since time immemorial.

Cura & Curaja: These are "group heals" that affect every ally within a small area. These powerful spells will eventually replace Cure and Curaga.

Raise & Arise: You can use these spells to revive a fallen ally. This is essential as the game progresses and enemies become more and more vicious. Players may also use tufts of Phoenix Down to restore downed characters more quickly, but at an added expense. These spells are the perfect choice in most situations.

Esuna & Esunaga: Negative status effects can cripple party members. These magicks make it easy to erase the negative status. Although they don't affect every status, they take care of the most common ones. All-purpose Esuna aside, the most important specialized status-curing spell is probably Cleanse, which is crucial for removing the devastating Disease effect from allies.

Protect & Protectga: These magicks improve the party's defense against physical attacks. This is essential when facing a powerful foe in battle. In tough fights, the damage reduction can mean the difference between death and a narrow victory.

Shell & Shellga: Much like the previous magicks, these increase the party's magick defense. It reduces the damage of enemy magicks significantly and can also prove to be a deciding factor in a major battle.

Faith & Bravery: Spells that boost magick or physical abilities. Apply surgically to characters specializing in either physical or magick damage dealing. Meanwhile, keep a watchful eye for enemies buffed with Bravery or Faith, since they'll be extremely dangerous compared to their unbuffed comrades.

Dispel: This indispensable white magick spell removes a beneficial effect from the target. Use this to undo enemy buffs like Reflect, Haste, Bravery/Faith, and Protect/Shell. It can also remove Stop and Berserk from allies.

Holy: This strong white magick spell provides an avenue for efficient damage against dark-element enemies, like the undead. The guest character Reddas is capable of casting Holy.

Black Magick

Largely elemental attacks that allow the party to strike an enemy's weak spot.

Black magick also includes some status effects used to weaken enemies.

Black magick is a powerful tool. Enemies with an elemental weakness may suffer critical damage from these magicks when other weapons and magicks seem to bounce right off. Gambits that check for an enemy's elemental weakness and pair them with appropriate "nukes" are particularly strong. Make sure casters are equipped with the following:

Fire, Blizzard, Thunder: These are three of the basic elemental attacks. Any caster should be ready to use these at a moment's notice. Aqua and Aero also provide water and wind element options; the earth element is assigned to certain abilities, but there are no earth-element nukes. More powerful versions of each elemental attack spell can be acquired, making them area-of-effect attacks.

Scourge: This is a powerful, non-elemental attack that sometimes leaves a Sap effect on its victims. The HP Sap continues to drain HP from the target until the status effect is removed. This is especially effective against targets with a tough physical defense.

Flare: This extremely powerful magick delivers a devastating, non-elemental blow. It's perfect to use when the enemy is immune to the basic elements and tends to absorb magick damage. It's also good to use during some boss fights. Shock and Scathe are comparable high-level black magick attacks, capable of inflicting gigantic, Concurrence-like amounts of damage.

Sleep, Sleepga: Crowd control spells that allow black mages to contribute to party stability. Keep these in mind to prevent being overwhelmed by lots of enemies at once. For example, once Sleepga is acquired, a gambit can be set up that triggers an area-of-effect slumber party when more than a certain number of enemies are detected.

Silence & Silencega: Casters are ineffective when they can't use magicks. Silence robs an enemy of its ability to use magicks until the effect is removed. This effect never runs out on its own, so cast it early and it may last throughout the entire fight.

Blind & Blindga: Blind and Blindga can cripple a character who relies on melee fighting. This type of magick robs the victim of his eyesight, drastically reducing the enemy's chance to hit. This effect never wears off, so use it early in battle.

Green Magick

Green magick provides strange and unusual effects to bolster and replenish the party, while focusing the enemy's attention.

Decoy: This spell afflicts the target with the "Lure" status effect, which greatly increases the odds that they'll attract hostile attention. Cast this on an ally, and you've essentially designated them as the "tank." Equip them with a shield, heavy armor, and a Battle Harness accessory.

Bubble: This strange spell *doubles* the maximum HP of the target. It's not necessary through the main adventure, but Bubble can be crucial for surviving some of the nastiest battles in side quests or Trial Mode.

Reverse: This peculiar spell reverses the effects of damage and healing—an enemy mindlessly wailing on a Reverse-afflicted character will simply keep healing them, while normal Cure-type spells will prove fatal. Combined with Decoy and specialized healing gambits that avoid the designated Reverse/Decoy tank, this spell can be horizon-expanding against the strongest marks.

Drain & Syphon: These offensive green magick spells allow either Health Points or Mist Points to be absorbed from enemy targets. Syphon in particular is great for frequent magick casters, since it's more efficient at restoring MP than the Charge technick.

Time Magick

Speed-enhancing magick that improves the party's efficiency or slows the enemy, among other things, including DOT (Damage Over Time) attacks.

The status effects found in Time magick increase the party's speed, slow down enemies or stop them altogether, and cause damage over time. These are especially effective, since speed is a huge advantage in any battle. Magicks that damage over time are also an effective way to take down creatures that are otherwise too powerful.

Slow & Slowga: The Slow magicks are key to use when facing tough opponents like bosses or marks. Slowing the target reduces the damage it can cause over the course of the battle and it gives the party more time to react and heal. This effect eventually wears off during long battles, so you may need to recast it.

Haste & Hastega: Haste speeds up the party's actions, allowing them to react and attack much faster. Combine Haste on the party with Slow on an enemy and the party will gain a huge advantage. These spells also eventually wear off during a long fight, so you may need to recast it.

Speed Effects

There are three magicks that affect speed: Slow, Haste, and Berserk. The following magick combinations result in different bonuses:

Haste + Berserk = 3x Speed

[Berserk] or [Slow + Haste + Berserk*] = 2x Speed

Haste = 1.5x Speed

[Slow + Haste*] or [Slow + Berserk] = 1x Speed

Slow = 0.5x Speed

Stop = 0x Speed**Only occurs when one of the effects is provided by an accessory, since Haste removes Slow and Slow removes Haste.*

Reflect: This spell places a magick shield before the character, which bounces incoming magick back at the caster. This can shield allies from enemy spells, but it also prevents healing by Cure magick. Reflect is most useful in specific fights where enemies wield overwhelming magick power. But it can also be a fun high-powered gimmick by keeping it active on all three allies, then bouncing area-of-effect nukes off the party, turning one spellcast into three hits on an enemy target.

Disable & Stop: These magicks temporarily remove the target from battle. They're most effective when facing large groups of lesser enemies. Note that most bosses are immune to Disable and Stop.

Break: After casting Break, a 10-second countdown begins. If the effect isn't removed in time, the target will turn to Stone. This is a great weapon to use against high-level enemies that are otherwise too strong for the party. Most bosses are immune to Break, but many random enemies aren't.

Float: This magick enables the party to float over traps instead of trying to run around them. It never hurts to set this one up as a gambit, so that it's always in effect while you're exploring areas where traps are very common. It's also a good way to counter Earth magick.

Arcane Magick

Powerful dark-based offensive magick.

This magick school allows Red Battlemages to compete with the offensive magickal output of black mages in the right conditions. **Dark, Darkra, & Darkga:** These magicks are powerful elemental attacks that are effective against many creatures early in the game.

Technicks

Unusual and sometimes useful abilities that don't require MP.

Technicks are much like magicks except that they typically cause physical damage (except Shades of Black) and they don't require MP to use. Many of these abilities have limited usefulness, since they rely on unusual conditions such as time played and steps taken. A few of the most useful technicks are:

Libra: This handy spell reveals more information about monsters, but more importantly, it also reveals traps. Keep it on a gambit from the very beginning of the game.

Steal: Almost every monster carries loot. Steal enables the party to snatch an extra item from enemies, which greatly increases the amount of loot you can collect. This in turn provides more gil and better weapons, armor, magicks, and technicks. Steal whenever possible!

Charge: When MP is running low, Charge is a consistent if not always speedy way to get some back. The only risk is that a miss reduces the user's MP to zero. Only use this technick when a character's MP is low to avoid misses and wasted MP.

Expose and Shear: These technicks reduce the target's defense, and magick resist respectively. They can be applied repeatedly, amplifying their effects. Nothing is immune to these, making them life-savers against bosses.

Wither and Addle: Expose and Shear lower the target's defense, while Wither and Addle reduce the target's power. Wither reduces the enemy's physical power, while Addle reduces their magickal power. Expose, Wither, Shear, and Addle work on all the game's enemies, and can be used repeatedly to deeply diminish desired enemy parameters.

Accessories

Wearable items that provide passive bonuses, immunities, or increase the effectiveness of abilities.

The accessories found throughout the game play a huge role. They offer constant effects that are extremely valuable in any fight. Always ensure that characters have a good accessory equipped. These are some of the best available:

Golden Amulet: This item doubles the number of LP earned by the wearer. This is one of the most useful accessories in the game. It's always a good thing to equip it on characters held in reserve, since they earn LP from every battle.

Embroidered Tippet: Need to quickly level up? This item doubles the EXP earned from each monster defeated. It only works on characters in the battle party, though. This is great if you desire to reach Level 99 with your characters, or help a low-level character catch up with the rest of the party.

Bubble Belt: This item has the same effect as the Bubble magick—it doubles the wearer's HP. The difference between the two is that the effect is constant and can't be dispelled or removed by death.

Diamond Armlet: This armlet is essential for finding the rarest treasures in the game.

Thief's Cuffs: If it's worth stealing, it's worth stealing well. The Thief's Cuffs improve the way your steal works, netting you a higher quality of loot and at a higher success rate as well.

Cat-ear Hood: This item provides a +3 boost to Speed, halves ice and wind damage, and converts all license points earned to gil.

Sage's Ring: The Sage's Ring cuts the MP cost of magicks in half, rounding down. Improve the efficiency of casters with this handy item. In particular, this can really allow a Black Mage or Red Battlemage to truly cut loose with their strongest Black Magick attacks.

Ribbon: The Ribbon always has been, and always will be, the ultimate *FINAL FANTASY* accessory! This accessory prevents all negative status effects, which makes even the toughest battles much easier.

Augments

Passive bonuses that greatly enhance the party's effectiveness in battle.

Augmentations provide a character with passive bonuses that remain in effect throughout the course of the game. Purchase these early and make your party a specialized strike force right away!

+HP: These augmentations provide extra HP. Although the bonuses are initially small, they are worth the investment for every character.

Battle Lore & Magick Lore: These augmentations increase the party's attack power and magick power, respectively.

Swiftness: Speed is everything and these augmentations reduce action time by 10% apiece up to a maximum of 30%. Unlock these as early as possible to drastically improve the party's efficiency in combat.

Channeling: Channeling helps to conserve MP by reducing the cost of magicks by 10% up to a maximum of 30%. These are critical for healers.

Inquisitor, Martyr, Headsman, Warmage: Invest in these augmentations for each character, since they provide additional MP under various circumstances. You can never have too much MP!

Weapons & Armor

Armor: While each Job has only one type of armor and weapon fully represented, most or all of your characters will probably have two different types of each to choose between. At any moment, you'll need to choose the right armor and weapons to unlock and wear.

Armor affects most attributes except for attack power. Equipping the right type of armor for a character's role is vitally important. Equip the primary melee characters with heavy armor for strength and defense, and equip backup melee characters with light armor for speed and vitality. Equip mystic armor on casters for magick power and resistance. Shields are also essential for anyone wielding a one-handed weapon, especially if you intend to use Decoy on them, since they drastically reduce the damage taken from physical attacks.

Optimize Manually

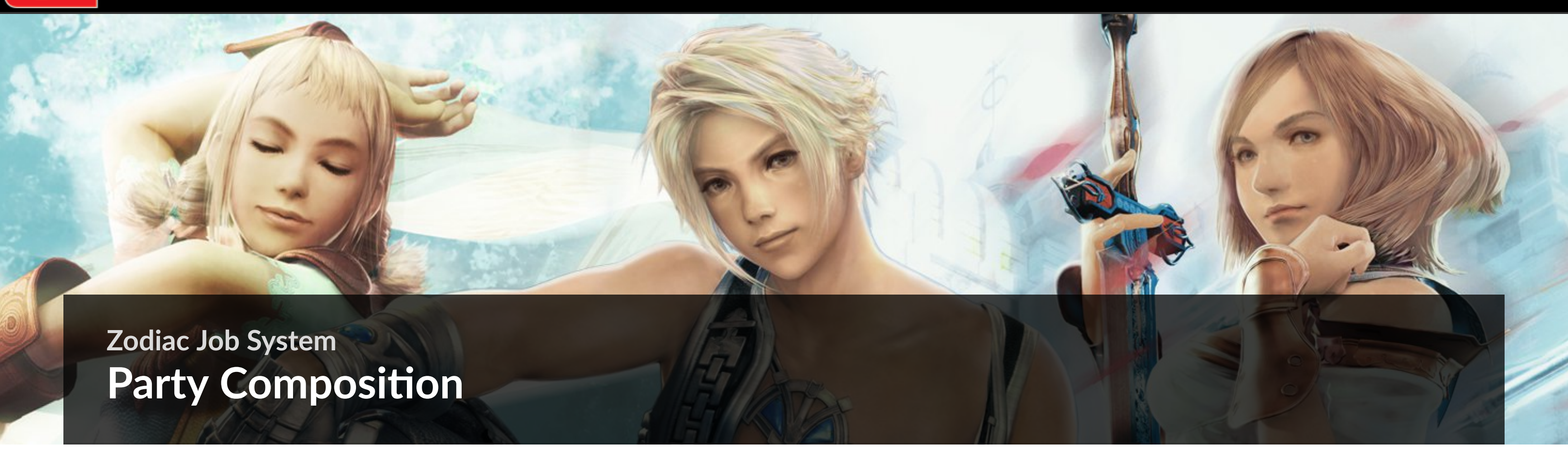
The game has a helpful feature called Optimize in the equip menu that automatically selects the best equipment for your character. This is great at the start of the game, but becomes less useful as the game progresses. The reason for that is because the selection is based entirely on equipment stats and not on the overall usefulness. Take the time to manually equip your party members and select the equipment that fits the character's role, not just the strongest gear available.

Heavy Weapons: This section includes Swords, Bows, Spears, Axes, Hammers, Katana and massive Greatswords. Swords, and Greatswords tend to be the most reliable weapons since they cause consistent damage with each swing. These are optimal for primary melee characters who want to deal heavy damage and take some hits, too.

Hammers and Axes can cause tremendous damage, but they're quite unpredictable. The number of big hits and little hits tends to balance out in the end, however. Bows serve as great ranged weapons and they are very effective against flying monsters. Katana aren't as powerful as Greatswords, but they are fast and combo often. Spears are powerful, two-handed weapons that are great for hitting flying creatures.

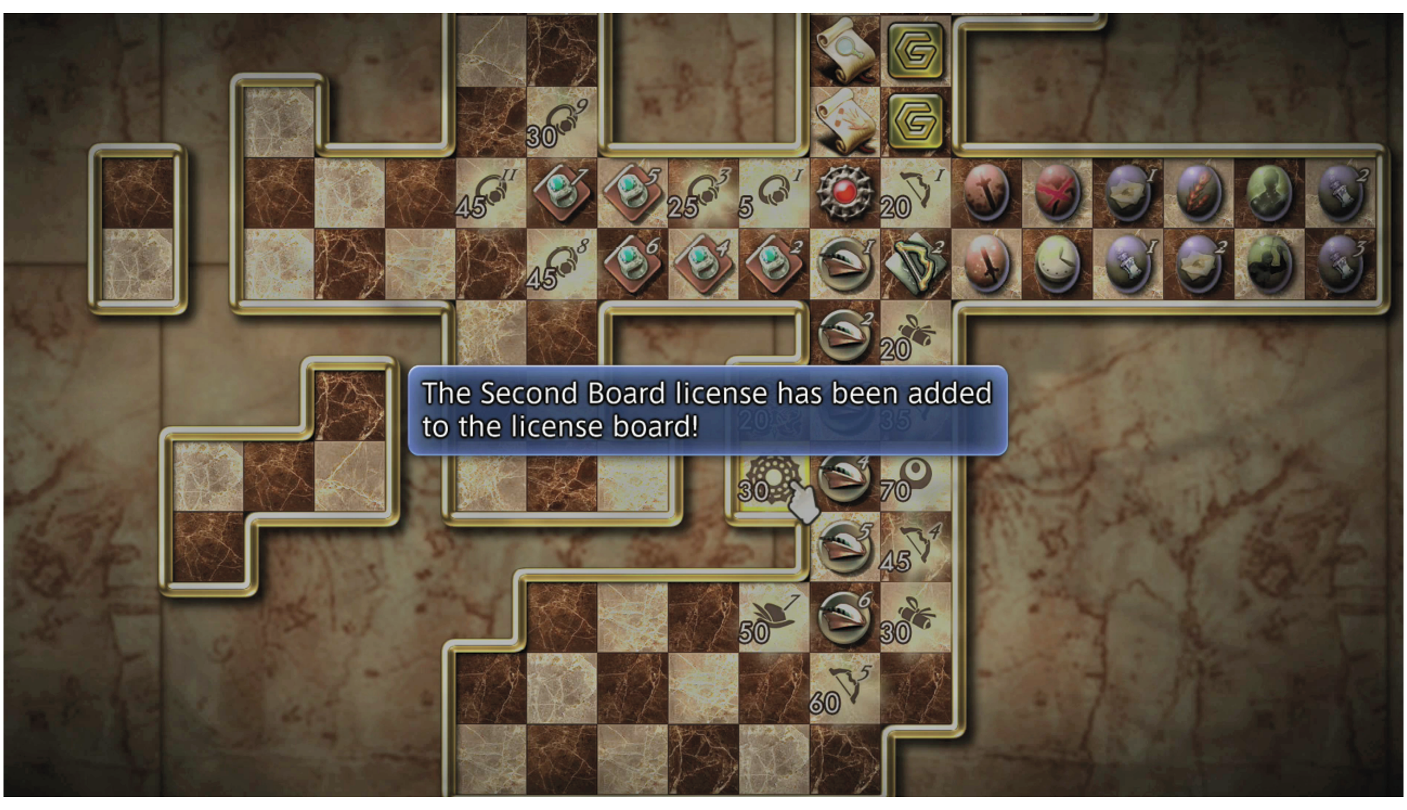
Light Weapons: This portion of the license board includes Daggers, Guns, Poles, Hand-bombs, Crossbows, and Ninja Swords. Daggers and Ninja Swords rely heavily on speed and the ability to combo. Hand-bombs are effective ranged weapons, but cause unpredictable amounts of damage. Crossbows are also excellent ranged weapons with a variety of ammunition and are notable for being impossible to parry. Poles are extremely effective against enemies with low magick defense.

Mystic Weapons: Mystic weapons contain Staves, Rods, Maces, and Measures. Staves and Rods are excellent weapons for casters, since they greatly enhance the character's magick power and often strengthen particular elemental attacks. Maces use magick power to determine damage instead of strength. Measures are unusual weapons that often leave behind beneficial status effects. These are better suited for characters who rarely attack the enemy and focus on supporting the other party members.



Zodiac Job System

Party Composition



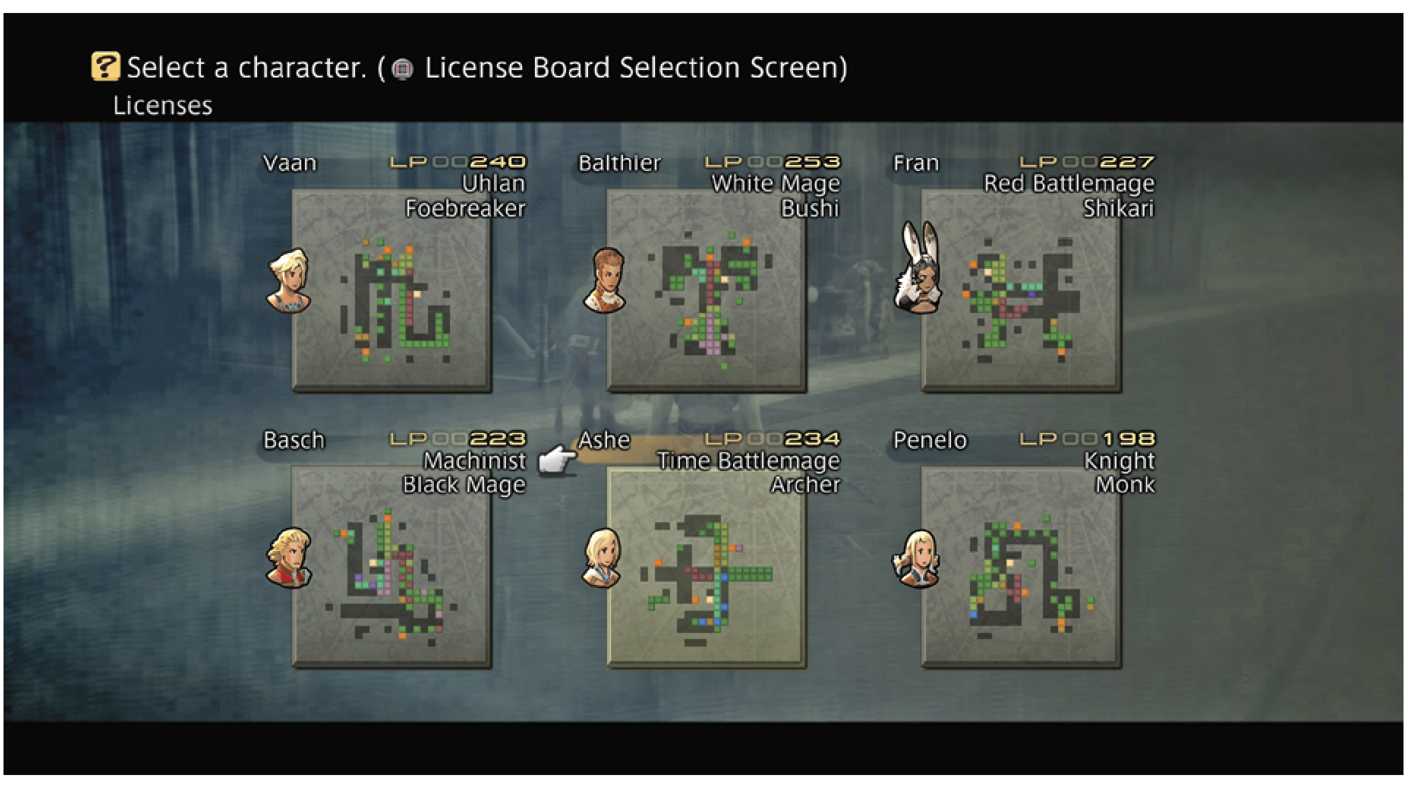
The Second Board license has been added to the license board!

Before making your first Job selection, it's important to have an idea of what all twelve of them will likely be. This section gives you the tools you need to make a party that you can win battles with throughout the entire game. Together with the Job sheets, you'll be able to create your own personal version of the heroes of *FINAL FANTASY XII*.

Things Every Party Needs

In every serious encounter in the world of Ivalice, your team will have a few roles that must be filled. It's not as simple as doing damage faster than the opponent, although damage is certainly a must. You'll also need sufficient healing to keep the party running, some support to weaken foes and/or strengthen allies, and likely a tough character, usually with Decoy on, to be the "tank" and take the hits that less-durable allies cannot. You'll also need special-case damage, like ranged attacks or magick damage for some enemies.

Since you'll have six Jobs across three characters available at any given time, it's actually quite easy to cover all your bases. Jobs which have little to do except for swing a weapon now have the opportunity to double as healers or support characters. When in doubt, put opposite roles together on one character. The bigger a difference between boards, the better their absolute value will be. The worst possible combo would be the same Job twice, which you're not able to do because it would be literally pointless. Branch out and gain power!



Select a character. (License Board Selection Screen)

Licenses

Vaan LP 00240 Uhlan Foebreaker

Balthier LP 00253 White Mage Bushi

Fran LP 00227 Red Battlemage Shikari

Basch LP 00223 Machinist Black Mage

Ashe LP 00234 Time Battlemage Archer

Penelo LP 00198 Knight Monk

Two Teams or One?

Since you can only use three of your six characters at a time, this means you have a choice to make. You can engineer two separate teams to swap out in a chunk or you can make a party built to swap pieces in and out situationally. Making two teams requires a bit more planning initially but is simpler to think about over the game. One amorphous team is the most versatile but also requires a keen eye to recognize when a swap is needed.

What to Choose

Using this chapter may seem complicated, intimidating, and perhaps a bit scary. These are choices you won't get back, and the threat of making the wrong choice is frightening. The most important thing to remember is that there are twelve Jobs and twelve Job slots. It's easy to fall down this rabbit hole, so hold onto this: as long as every Job is represented, your team can handle anything, given some clever gambits and preparation. Make a deliberate choice, but remember that it's easy to make sure you don't make a wrong one.

Looking at how many Swiftness, Channeling, and Battle or Magick Lores each Job gets is very informative. Not only do these Augments meaningfully improve the performance of your characters, but you can use them to optimize the party. Putting together two Jobs with all three Swiftness licenses, for example, may be a waste when each of them could greatly boost a character who is only getting one swiftness for their other Job.

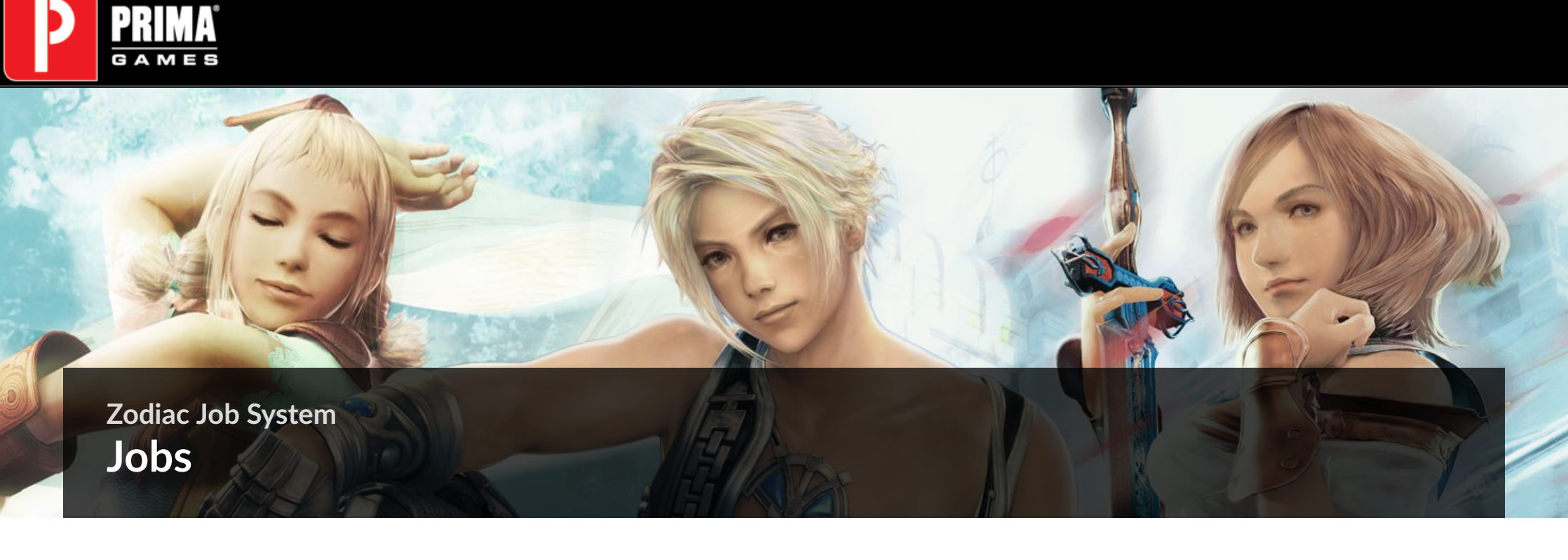
Locked Licenses

Some spaces on the board will seem to be floating off to the side, totally unreachable. These Licenses are "Locked" behind Espers you either haven't defeated yet or have assigned to another character. They may also be Locked behind a Quickening slot that's now gone because the other three have been bought. Understanding and managing these locks are critical to having a powerful team. You won't be able to unlock all of the features for each Job, but if you assign Espers wisely, choose your Quickenings with care, and try to line up the abilities of the two Jobs, you can unleash much of the power behind these bonus spaces.

Use the Lock Chart to see which Licenses are Locked by which Espers or Quickenings to see how your team might look. Remember: any Licenses one Job unlocks carry over, so a lot of Locks become meaningless. If one Job opens up even a single space in a row of Battle Lores, for example, you get to buy all of them without needing to use that Esper. Most Jobs only have a few Licenses behind their Quickening Locks, with the notable exception being Shikari. You'll necessarily miss one of the Ninja Sword Licenses no matter what you do.

Remember to prioritize the end of the game over the start when choosing locks. The Licenses highlighted in yellow are recommended because of the extra functionality they bring. Magick, some technicks and late-game equipment are easily the most useful. Early or mid-game equipment might help right now, but will be dead weight once that gear becomes obsoleted. Spaces colored purple mean that there's a Quickening that can unlock those Licenses as well. Something being double-Locked sounds worse, but it's actually much preferable because you only need to open one of those Locks, and Quickenings are much easier to line up and don't take anything away from another character.

Job	Armor	Belias	Chaos	Zalera	Zeromus	Hashmal	Ultima	Exodus	Cúchulainn
Archer	Light	x	5 Magick Lores (30B, C, D) (50C, D)	x	x	x	Infuse, 1000 Needles	x	x
Black Mage	Mystic	x	x	Steal, Poach	Heavy Armor 9	Makara	Telekinesis	Heavy Armor 8	x
Bushi	Mystic	Libra	Brawler	Blood Sword, Karkata	2 Magick Lores (100A, C)	x	Stamp	500 HP	Stamp
Foebreaker	Heavy	Horology	x	Traveler	4 Magick Lores (30A,B,C,D)	Swiftness (50)	Swiftness (80)	4 Magick Lores (30A, B, C, D)	Shades of Black
Knight	Heavy	Potion Lore 1	390 HP, Revive, Excalipur	x	x	White Magick 8,9	Telekinesis, Battle Lore (70C)	350 HP	Battle Lore (70A)
Machinist	Light	x	350 HP	x	Makara	x	3 Magick Lores (50B, C, D)	Green Magick 1	Magick Lore (30C)
Monk	Light	x	White Magick 11, 12	Traveler	Sight Unseeing	White Magick 4	2 Swiftnesses (50, 80)	Souleater	x
Red Battlemage	Mystic	x	Greatswords 3	x	Channeling (80)	Steal	Greatswords 1, 2	Heavy Armor 8, 9, 10	Black Magick 9, 10
Shikari	Light	x	x	435 HP	x	Bonecrusher	2 Phoenix Lores (30, 50)	Stamp	White Magick 12
Time Battlemage	Heavy	x	270 HP	Ether Lore 3	Addle, Shear	Channeling (80)	Swords 7, 8	Battle Lore (70D)	x
Uhlan	Heavy	x	Black Magick 7, 8	x	x	Bonecrusher	Expose	x	Wither
White Mage	Mystic	x	310 HP, Greatswords 2	x	270 HP	x	x	Battle Lore	Libra



Zodiac Job System

Jobs

If you want to get far in *The Zodiac Age*, you have to get a Job. In fact, you can get two. Based on the twelve Zodiac signs, each Job has a different License Board roughly in the shape of that symbol. Each Job has its own unique set of Licenses and a unique functionality. Some Jobs are great for taking a hit, some for dishing out ranged damage, and some for keeping the party healthy and strong.

If you want to know exactly what you're getting into with each Job, this is the section for you. Each license board appears alongside a rundown of that Job's strengths and weaknesses, as well as a complete list of every unique License each Job gets. Locked Licenses are also listed, so you can see what Licenses you're assured to get and what extra features you may get if you're clever enough.

Take your time, think it through, and make the choice that's right for you. And remember: if you ensure that no Job appears twice, you're assured a very solid party and also the ability to use nearly every magick, technick, Weapon, and Armor in the game (Except for at least one Ninja Sword). For a rich and enjoyable gameplay experience, we recommend using every Job and be sure to combine them in exciting new ways. You literally can't go very wrong.

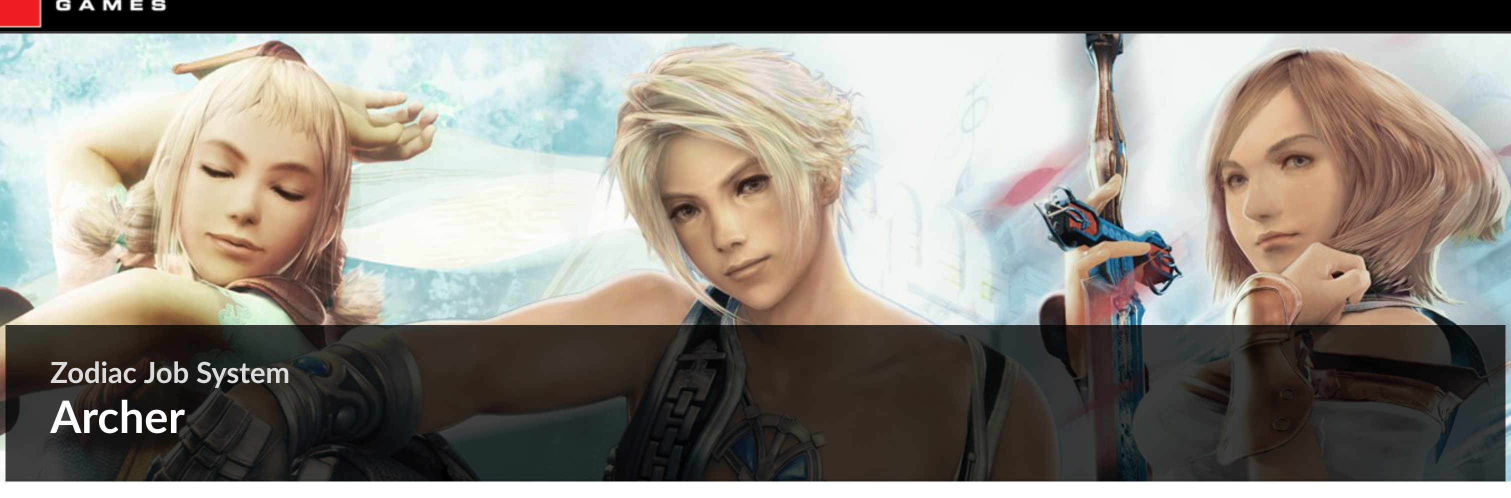
When choosing who gets which Job, bear in mind how stats do (and don't) play into it. Having high strength like Vaan or Basch might make them seem to be shoo-ins for the heavy damage classes, but between the Battle Lores and bonuses from Heavy Armor, they'll easily hit 99, which is the max. Similarly, Mystic Armor Jobs tend to lead any hero up to the maximum Magick Power. If you're planning on using Mystic or Heavy Armor, paradoxically using a character with a lower key stat can be useful for rounding out the rest of what they do. Since your characters are all likely to have two totally different sets of responsibilities at all times, this can matter a lot. Anybody who wants to take hits, however, will need to have as huge a pile of Health Points as possible. Reference character stats as often as you're comfortable with, but don't lose sleep over it.

Stuff Everybody Gets

Not appearing on the License lists for each Job are some licenses that every single Job features. These are Essentials, Ten Gambit Slots, Second License Board, four Quickenings, every Accessories License including Ribbon, and the thirteen Espers.

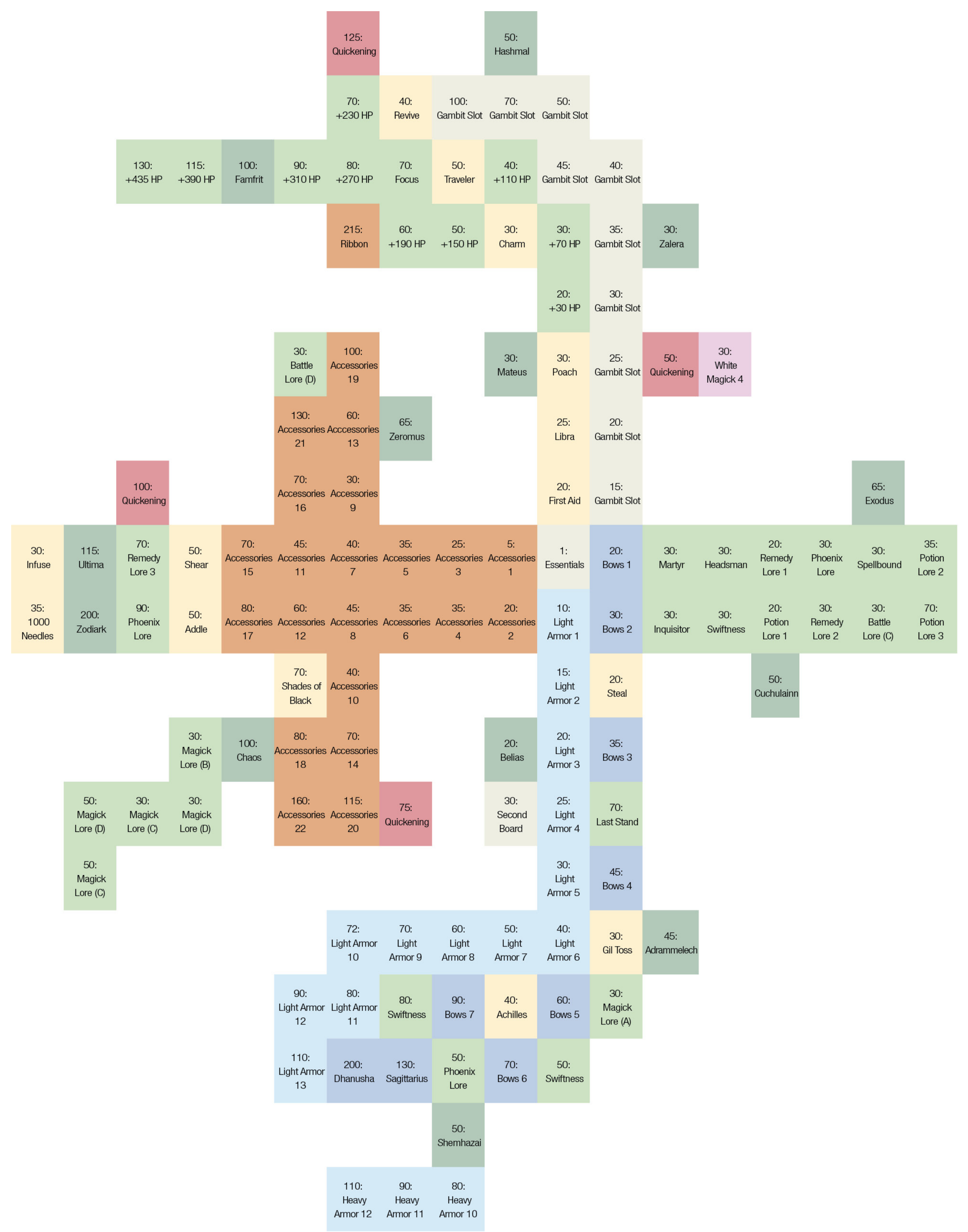
License Name	Type	Description
Essentials	Core	Unlocks Attack and Item Commands
Gambit Slot	Core	Unlocks a Gambit Slot
Second Board	Core	Unlocks a Second License Board
Quickening	Quickening	Unlocks a Quickening (up to 3)
Belias	Esper	Adds Belias to this character's summon list
Mateus	Esper	Adds Mateus to this character's summon list
Zalera	Esper	Adds Zalera to this character's summon list
Adrammelech	Esper	Adds Adrammelech to this character's summon list
Hashmal	Esper	Adds Hashmal to this character's summon list
Shemhazai	Esper	Adds Shemhazai to this character's summon list
Cúchulainn	Esper	Adds Cúchulainn to this character's summon list
Zeromus	Esper	Adds Zeromus to this character's summon list
Exodus	Esper	Adds Exodus to this character's summon list
Famfrit	Esper	Adds Famfrit to this character's summon list
Chaos	Esper	Adds Chaos to this character's summon list
Ultima	Esper	Adds Ultima to this character's summon list
Zodiark	Esper	Adds Zodiark to this character's summon list
+HP	Augment	Adds Maximum Hit Points in the Amount Listed
Adrenaline	Augment	Doubles Physical damage dealt while in Critical status
Battle Lore	Augment	Incrases Strength by 1
Brawler	Augment	Increases attack when unarmed. Scales with Strength and Level
Channeling	Augment	Reduces all Magick Costs by 10%
Ether Lore 1	Augment	Increases MP Restoration of Ethers/Hi-Ethers by 10%
Ether Lore 2	Augment	Increases MP Restoration of Ethers/Hi-Ethers by 20%
Ether Lore 3	Augment	Increases MP Restoration of Ethers/Hi-Ethers by 30%
Focus	Augment	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Augment	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Augment	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Augment	Halves Physical damage recieved when in Critical status
Magick Lore	Augment	Increases Magick Power by 1
Martyr	Augment	Restores MP upon being damaged. (See Damage to MP chart)
Phoenix Lore	Augment	Increases HP recovered when revived via Phoenix Down by 10% of max HP per lore.
Potion Lore 1	Augment	Increases HP restoration of Potions/Hi-Potions/X-Potions by 20%
Potion Lore 2	Augment	Increases HP restoration of Potions/Hi-Potions/X-Potions by 30%
Potion Lore 3	Augment	Increases HP restoration of Potions/Hi-Potions/X-Potions by 40%
Remedy Lore 1	Augment	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Augment	Remedies remove Petrify, Confuse, and Oil.
Remedy Lore 3	Augment	Remedies remove Stop, Doom, and Disease.
Serenity	Augment	Increases magick damage dealt by 1.2x and magick healing done by 1.5x when HP is full. Increases chance of landing status effects.
Shield Block	Augment	Increases chance to block with a shield by 5% per license.
Spellbound	Augment	Beneficial statuses last 50% longer
Spellbreaker	Augment	Doubles magick damage, increases healing by 1.5x and increases chance of landing status effects when in Critical status
Swiftness	Augment	Reduces Charge Time on all Actions by ~10% (mileage varies depending on battle speed setting)
Warmage	Augment	Restores MP when dealing magick damage. (See Damage to MP chart)
Swords 1	Weapon	Broadsword
Swords 2	Weapon	Longsword, Iron Sword
Swords 3	Weapon	Zwill Blade, Ancient Sword
Swords 4	Weapon	Lohengrin, Flametongue
Swords 5	Weapon	Demonsbane, Icebrand
Swords 6	Weapon	Platinum Sword, Bastard Sword
Swords 7	Weapon	Diamond Sword, Runeblade
Swords 8	Weapon	Deathbringer, Stoneblade
Swords 9	Weapon	Durandal, Simha
Blood Sword	Weapon	Blood Sword
Karkata	Weapon	Karkata
Greatswords 1	Weapon	Claymore
Greatswords 2	Weapon	Defender, Save the Queen
Greatswords 3	Weapon	Ultima Blade
Greatswords 4	Weapon	Ragnarok
Excalipur	Weapon	Excalipur
Excalibur	Weapon	Excalibur
Tournesol	Weapon	Tournesol
Katana 1	Weapon	Kotetsu, Osafune
Katana 2	Weapon	Kogarasumaru, Magoroku
Katana 3	Weapon	Murasame, Kiku-ichimonji
Katana 4	Weapon	Yakei, Ame-no-Murakumo
Katana 5	Weapon	Muramasa
Masamune	Weapon	Masamune
Kumbha	Weapon	Kumbha
Ninja Swords 1	Weapon	Ashura, Kagenui, Sakuera-saezuri, Orochi
Ninja Swords 2	Weapon	Iga Blade
Ninja Swords 3	Weapon	Koga Blade
Yagyu Darkblade & Mesa	Weapon	Yagyu Darkblade, Mesa
Spears 1	Weapon	Javelin, Spear
Spears 2	Weapon	Partisan, Heavy Lance
Spears 3	Weapon	Storm Spear, Obelisk
Spears 4	Weapon	Holy Lance, Gungnir
Spears 5	Weapon	Halberd, Trident
Dragon Whisker	Weapon	Dragon Whisker
Vrsabha	Weapon	Vrsabha
Zodiac Spear	Weapon	Zodiac Spear
Poles 1	Weapon	Oaken Pole
Poles 2	Weapon	Cypress Pole, Battle Bamboo
Poles 3	Weapon	Musk Stick, Iron Pole
Poles 4	Weapon	Six-fluted Pole, Gokuu Pole
Poles 5	Weapon	Zephyr Pole, Ivory Pole
Poles 6	Weapon	Sweep, Eight-fluted Pole
Whale Whisker	Weapon	Whale Whisker
Kanya	Weapon	Kanya
Bows 1	Weapon	Shortbow
Bows 2	Weapon	Silver Bow, Aevis Killer
Bows 3	Weapon	Killer Bow, Longbow
Bows 4	Weapon	Elfin Bow, Loxley Bow
Bows 5	Weapon	Giant Stonebow, Burning Bow
Bows 6	Weapon	Traitor's Bow, Yoichi Bow
Bows 7	Weapon	Perseus Bow, Artemis Bow
Sagittarius	Weapon	Sagittarius
Dhanusha	Weapon	Dhanusha
Crossbows 1	Weapon	Bowgun, Crossbow
Crossbows 2	Weapon	Paramina Crossbow, Recurve Crossbow
Crossbows 3	Weapon	Hunting Crossbow, Penetrator Crossbow
Crossbows 4	Weapon	Gastrophetes, Tula
Guns 1	Weapon	Altair
Guns 2	Weapon	Capella, Vega
Guns 3	Weapon	Sirius, Betelgeuse
Guns 4	Weapon	Ras Algethi, Aldebaran
Guns 5	Weapon	Spica, Antares
Guns 6	Weapon	Arcturus, Fomalhaut
Mithuna	Weapon	Mithuna
Axes & Hammers 1	Weapon	Handaxe
Axes & Hammers 2	Weapon	Iron Hammer, Broadaxe
Axes & Hammers 3	Weapon	War Hammer, Slasher
Axes & Hammers 4	Weapon	Sledgehammer, Hammerhead
Axes & Hammers 5	Weapon	Francisca, Morning Star
Axes & Hammers 6	Weapon	Greataxe, Golden Axe
Axes & Hammers 7	Weapon	Scorpion Tail
Vrscika	Weapon	Vrscika
Daggers 1	Weapon	Dagger
Daggers 2	Weapon	Mage Masher, Assassin's Dagger
Daggers 3	Weapon	Chopper, Main Gauche
Daggers 4	Weapon	Gladius, Avenger
Daggers 5	Weapon	Orichalcum Dirk, Platinum Dagger
Daggers 6	Weapon	Zwill Crossblade
Shikari Nagasa & Mina	Weapon	Shikari Nagasa, Mina
Rods 1	Weapon	Rod, Serpent Rod
Rods 2	Weapon	Healing Rod, Gaia Rod
Rods 3	Weapon	Power Rod, Empyrean Rod
Rods 4	Weapon	Holy Rod
Rod of Faith	Weapon	Rod of Faith
Staves 1	Weapon	Oak Staff
Staves 2	Weapon	Cherry Staff, Wizard's Staff
Staves 3	Weapon	Flame Staff, Storm Staff
Staves 4	Weapon	Glacial Staff, Golden Staff
Staves 5	Weapon	Judicer's Staff, Cloud Staff
Staff of the Magi	Weapon	Staff of the Magi
Maces 1	Weapon	Mace, Bronze Mace
Maces 2	Weapon	Bhuj, Miter
Maces 3	Weapon	Thorned Mace, Chaos Mace
Maces 4	Weapon	Doom Mace, Zeus Mace
Maces 5	Weapon	Grand Mace, Bone of Byblos
Measures 1	Weapon	Gilt Measure
Measures 2	Weapon	Arc Scale, Mulltiscale
Measures 3	Weapon	Cross Scale, Caliper
Measures 4	Weapon	Euclid's Sextant
Hand-bombs 1	Weapon	Hornito
Hand-bombs 2	Weapon	Fumarole, Tumulus
Hand-bombs 3	Weapon	Caldera, Volcano
Makara	Weapon	Makara
Shields 1	Armor	Leather Shield, Buckler
Shields 2	Armor	Bronze Shield, Round Shield
Shields 3	Armor	Golden Shield, Flame Shield, Ice Shield
Shields 4	Armor	Diamond Shield, Dragon Shield, Platinum Shield
Shields 5	Armor	Crystal Shield, Kaiser Shield
Shields 6	Armor	Aegis Shield, Demon Shield
Shields 7	Armor	Venetian Shield
Shell Shield	Armor	Shell Shield
Ensanguined Shield	Armor	Ensanguined Shield
Zodiac Escutcheon	Armor	Zodiac Escutcheon
Light Armor 1	Armor	Leather Cap, Leather Clothing
Light Armor 2	Armor	Headgear, Chromed Leathers, Headguard, Leather Breastplate
Light Armor 3	Armor	Leather Headgear, Bronze Chestplate, Horned Hat, Ringmail
Light Armor 4	Armor	Balaclava, Windbreaker, Soldier's Cap, Heavy Coat
Light Armor 5	Armor	Green Beret, Survival Vest, Red Cap, Brigandine
Light Armor 6	Armor	Headband, Jujitsu Gi, Pirate Hat, Viking Coat
Light Armor 7	Armor	Goggle Mask, Metal Jerkin, Adamant Hat, Adamant Vest
Light Armor 8	Armor	Officer's Hat, Barrel Coat, Chakra Band, Power Vest
Light Armor 9	Armor	Thief's Cap, Ninja Gear, Gigas Hat, Gigas Chestplate
Light Armor 10	Armor	Chaperon, Minerva Bustier
Light Armor 11	Armor	Crown of Laurels, Rubber Suit
Light Armor 12	Armor	Renewing Morion, Mirage Vest
Light Armor 13	Armor	Dueling Mask, Brave Suit
Mystic Armor 1	Armor	Cotton Cap, Cotton Shirt, Magick Curch, Light Woven Shirt
Mystic Armor 2	Armor	Pointy Hat, Silken Shirt, Topkapi Hat, Kilimweave Shirt
Mystic Armor 3	Armor	Calot Hat, Shepherd's Bolero, Wizard's Hat, Wizard's Robes
Mystic Armor 4	Armor	Lambent Hat, Chanter's Djellaba, Feathered Cap, Traveler's Vestment
Mystic Armor 5	Armor	Mage's Hat, Mage's Habit, Lamia's Tiara, Enchanter's Habit
Mystic Armor 6	Armor	Sorcerer's Hat, Sorcerer's Habit, Black Cowl, Black Garb
Mystic Armor 7	Armor	Astrakhan Hat, Carmagnole, Gaia Hat, Maduin Gear
Mystic Armor 8	Armor	Hypnocrown, Jade Gown, Gold Hairpin, Gaia Gear
Mystic Armor 9	Armor	Celebrant's Miter, Cleric's Robes
Mystic Armor 10	Armor	Black Mask, Black Robes
Mystic Armor 11	Armor	White Mask, White Robes
Mystic Armor 12	Armor	Golden Skullcap, Glimmering Robes
Mystic Armor 13	Armor	Circlet, Lordly Robes
Heavy Armor 1	Armor	Leather Helm, Leather Armor, Bronze Helm, Bronze Armor
Heavy Armor 2	Armor	Sallet, Scale Armor, Iron Helm, Iron Armor
Heavy Armor 3	Armor	Barbut, Linen Cuirass, Winged Helm, Chainmail
Heavy Armor 4	Armor	Golden Helm, Golden Armor, Burgonet, Shielded Armor
Heavy Armor 5	Armor	Close Helmet, Demon Mail, Bone Helm, Bone Mail
Heavy Armor 6	Armor	Diamond Helm, Diamond Armor
Heavy Armor 7	Armor	Steel Mask, Mirror Mail
Heavy Armor 8	Armor	Platinum Helm, Platinum Armor
Heavy Armor 9	Armor	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Armor	Dragon Helm, Dragon Mail
Heavy Armor 11	Armor	Magepower Shishak, Maximillian
Heavy Armor 12	Armor	Grand Helm, Grand Armor
Genji Armor	Armor	Genji Shield, Genji Armor, Genji Helm, Genji Gloves
Accessories 1	Accessory	Orrachea Armlet
Accessories 2	Accessory	Firefly, Bangle
Accessories 3	Accessory	Diamond Armlet, Argyle Armlet
Accessories 4	Accessory	Battle Harness, Steel Gorget
Accessories 5	Accessory	Embroidered Tippet, Tourmaline Ring
Accessories 6	Accessory	Golden Armlet, Leather Gorget
Accessories 7	Accessory	Turtleshell Choker, Rose Corsage
Accessories 8	Accessory	Thief's Cuffs, Gauntlets
Accessories 9	Accessory	Amber Armlet, Black Belt
Accessories 10	Accessory	Jade Collar, Nishijin Belt
Accessories 11	Accessory	Pheasant Netsuke, Blazer Gloves
Accessories 12	Accessory	Gillie Boots, Steel Poleyns
Accessories 13	Accessory	Berserker Bracers, Magick Gloves
Accessories 14	Accessory	Sage's Ring, Agate Ring
Accessories 15	Accessory	Ruby Ring, Bowline Sash
Accessories 16	Accessory	Cameo Belt, Cat-ear Hood
Accessories 17	Accessory	Bubble Belt, Fuzzy Miter
Accessories 18	Accessory	Sash, Power Armlet
Accessories 19	Accessory	Indigo Pendant, Winged Boots
Accessories 20	Accessory	Opal Ring, Hermes Sandals
Accessories 21	Accessory	Quasimodo Boots, Nihopalaoa
Accessories 22	Accessory	Germinas Boots, Ring of Renewal
Ribbon	Accessory	Ribbon
White Magick 1	Magick	Cure, Blindna
White Magick 2	Magick	Vox, Poisona
White Magick 3	Magick	Protect, Shell
White Magick 4	Magick	Cura, Raise
White Magick 5	Magick	Dispel, Stona
White Magick 6	Magick	Curaga, Regen
White Magick 7	Magick	Cleanse, Esuna
White Magick 8	Magick	Confuse, Faith
White Magick 9	Magick	Bravery, Curaja
White Magick 10	Magick	Dispelga, Arise
White Magick 11	Magick	Holy, Esunaga
White Magick 12	Magick	Protectga, Shellga
White Magick 13	Magick	Renew
Black Magick 1	Magick	Fire, Thunder
Black Magick 2	Magick	Blizzard, Blind
Black Magick 3	Magick	Aqua, Silence
Black Magick 4	Magick	Aero, Sleep
Black Magick 5	Magick	Fira, Poison
Black Magick 6	Magick	Thundara, Blizzara
Black Magick 7	Magick	Bio, Blindga
Black Magick 8	Magick	Aeroga, Silencega
Black Magick 9	Magick	Firaga, Thundaga
Black Magick 10	Magick	Blizzaga, Sleepga
Black Magick 11	Magick	Shock, Toxify
Black Magick 12	Magick	Scourge, Flare
Black Magick 13	Magick	Scathe
Time Magick 1	Magick	Slow, Immobilize
Time Magick 2	Magick	Reflect, Disable
Time Magick 3	Magick	Vanish, Balance
Time Magick 4	Magick	Gravity, Haste
Time Magick 5	Magick	Stop, Bleed
Time Magick 6	Magick	Break, Countdown
Time Magick 7	Magick	Float, Berserk
Time Magick 8	Magick	Vanishga, Warp
Time Magick 9	Magick	Reflectga, Slowga
Time Magick 10	Magick	Graviga, Hastega
Green Magick 1	Magick	Decoy, Oil
Green Magick 2	Magick	Drain, Reverse
Green Magick 3	Magick	Bubble, Syphon
Arcane Magick 1	Magick	Dark, Darkra
Arcane Magick 2	Magick	Death, Darkga
Arcane Magick 3	Magick	Ardor
1000 Needles	Technick	Deals 1000 damage to a Foe.
Achilles	Technick	Causes a foe to gain vulnerability to a random status. Most enemies are immune.
Addle	Technick	Lowers the magick stat of one Foe to 50% of current. Recommended.
Bonecrusher	Technick	Reduces one Foe's HP to 0. Deals between 0% to 99% damage to the user, and KOs the user if it misses.
Charge	Technick	Restores some MP. Success rate scales with how much MP is missing. Reduces MP to 0 on a failure. See also: Syphon.
Charm	Technick	Inflicts Confuse on one Foe. Immunity to Confuse applies.
Expose	Technick	Lowers the Defense stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
First Aid	Technick	Restores HP to an ally in Critical condition. Not recommended.
Gil Toss	Technick	Expends gil to do damage at a 1 to 1 ratio. This can be very strong and very expensive.
Horology	Technick	Deals damage based on Level and the ones digit of the game clock, 9 being the strongest and 0 the weakest.
Infuse	Technick	Expends all remaining MP to set HP to 10x spent MP.
Libra	Technick	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Numerology	Technick	Deals damage to enemies, doubles with each successive hit when used repeatedly. Deals area damage as well.
Poach	Technick	KO's a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
Revive	Technick	Fullly restores HP of one KO'd character, consumes all of user's HP.
Shades of Black	Technick	Randomly casts a Black Magick without consuming MP or needing to have the license
Shear	Technick	Lowers the Magick Resist stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
Sight Unseeing	Technick	Requires user to be Blind to take effect. Takes a Foe to extremely low HP. Many enemies are immune.
Souleater	Technick	Deals damage to one Foe, costs 20% of user's Max HP.
Stamp	Technick	Copies all of the user's status ailments onto one Foe.
Steal	Technick	Steal an item from a Foe that has an item. Cannot steal after a successful steal. See also: Thief's Cuffs.
Telekinesis	Technick	Hits distant and/or flying enemies without needing to equip a ranged weapon.
Traveler	Technick	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.
Wither	Technick	Lowers the Strength stat of one Foe to 50% of current. Recommended.

DAMAGE TO MP	MP restored
0	0
1 to 499	1
500 to 1499	2
1500 to 2999	3
3000 to 4999	4
5000 to 5999	5
6000 to 6999	6
7000 to 7999	8
8000 to 8999	10
9000 to 9998	15
9999 and up	30



Zodiac Job System

Archer



125: Quickening
50: Hashmal
70: +230 HP
40: Revive
100: Gambit Slot
70: Gambit Slot
50: Gambit Slot
130: +435 HP
115: +390 HP
100: Famfrit
90: +310 HP
80: +270 HP
70: Focus
50: Traveler
40: +110 HP
45: Gambit Slot
40: Gambit Slot
215: Ribbon
60: +190 HP
50: +150 HP
30: Charm
30: +70 HP
35: Gambit Slot
30: Zalera
20: +30 HP
30: Gambit Slot
30: Battle Lore (D)
100: Accessories 19
30: Mateus
30: Poach
25: Gambit Slot
50: Quickening
30: White Magick 4
130: Accessories 21
60: Acccessories 13
65: Zeromus
25: Libra
20: Gambit Slot
100: Quickening
70: Accessories 16
30: Accessories 9
20: First Aid
15: Gambit Slot
65: Exodus
30: Infuse
115: Ultima
70: Remedy Lore 3
50: Shear
70: Accessories 15
45: Accessories 11
40: Accessories 7
35: Accessories 5
25: Accessories 3
5: Accessories 1
1: Essentials
20: Bows 1
30: Martyr
30: Headsman
20: Remedy Lore 1
30: Phoenix Lore
30: Spellbound
35: Potion Lore 2
35: 1000 Needles
200: Zodiark
90: Phoenix Lore
50: Addle
80: Accessories 17
60: Accessories 12
45: Accessories 8
35: Accessories 6
35: Accessories 4
20: Accessories 2
10: Light Armor 1
30: Bows 2
30: Inquisitor
30: Swiftness
20: Potion Lore 1
30: Remedy Lore 2
30: Battle Lore (C)
70: Potion Lore 3
70: Shades of Black
40: Accessories 10
15: Light Armor 2
20: Steal
50: Cuchulainn
30: Magick Lore (B)
100: Chaos
80: Acccessories 18
70: Accessories 14
20: Belias
20: Light Armor 3
35: Bows 3
50: Magick Lore (D)
30: Magick Lore (C)
30: Magick Lore (D)
160: Accessories 22
115: Accessories 20
75: Quickening
30: Second Board
25: Light Armor 4
70: Last Stand
50: Magick Lore (C)
30: Light Armor 5
45: Bows 4
72: Light Armor 10
70: Light Armor 9
60: Light Armor 8
50: Light Armor 7
40: Light Armor 6
30: Gil Toss
45: Adrammelech
90: Light Armor 12
80: Light Armor 11
80: Swiftness
90: Bows 7
40: Achilles
60: Bows 5
30: Magick Lore (A)
110: Light Armor 13
200: Dhanusha
130: Sagittarius
50: Phoenix Lore
70: Bows 6
50: Swiftness
50: Shemhazai
110: Heavy Armor 12
90: Heavy Armor 11
80: Heavy Armor 10

Potential Core Nodes

1360 HP	—
Swiftness x3	—
Battle Lore x2	—
Magick Lore x1	—
Potion Lore 1	—
Potion Lore 2	—
Potion Lore 3	—
Phoenix Lore x3	—
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Remedy Lore 3	Remedies remove Stop, Doom, and Disease.
Focus	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Bows 1	Shortbow
Bows 2	Silver Bow, Aevis Killer
Bows 3	Killer Bow, Longbow
Bows 4	Elfin Bow, Loxley Bow
Bows 5	Giant Stonebow, Burning Bow
Bows 6	Traitor’s Bow, Yoichi Bow
Bows 7	Perseus Bow, Artemis Bow
Sagittarius	Sagittarius
Dhanusha	Dhanusha
Light Armor 1	Leather Cap, Leather Clothing
Light Armor 2	Headgear, Chromed Leathers, Headguard, Leather Breastplate
Light Armor 3	Leather Headgear, Bronze Chestplate, Horned Hat, Ringmail
Light Armor 4	Balaclava, Windbreaker, Soldier’s Cap, Heavy Coat
Light Armor 5	Green Beret, Survival Vest, Red Cap, Brigandine
Light Armor 6	Headband, Jujitsu Gi, Pirate Hat, Viking Coat
Light Armor 7	Goggle Mask, Metal Jerkin, Adamant Hat, Adamant Vest
Light Armor 8	Officer’s Hat, Barrel Coat, Chakra Band, Power Vest
Light Armor 9	Thief’s Cap, Ninja Gear, Gigas Hat, Gigas Chestplate
Light Armor 10	Chaperon, Minerva Bustier
Light Armor 11	Crown of Laurels, Rubber Suit
Light Armor 12	Renewing Morion, Mirage Vest
Light Armor 13	Dueling Mask, Brave Suit
Achilles	Causes a foe to gain vulnerability to a random status. Most enemies are immune.
Addle	Lowers the magick stat of one Foe to 50% of current. Recommended.
Charm	Inflicts Confuse on one Foe. Immunity to Confuse applies.
First Aid	Restores HP to an ally in Critical condition. Not recommended.
Gil Toss	Expends gil to do damage at a 1 to 1 ratio. This can be very strong and very expensive.
Libra	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Poach	KO’s a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
Revive	Fullly restores HP of one KO’d character, consumes all of user’s HP.
Shades of Black	Randomly casts a Black Magick without consuming MP or needing to have the license
Steal	Steal an item from a Foe that has an item. Cannot steal after a successful steal. See also: Thief’s Cuffs.
Traveler	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.

missable Nodes

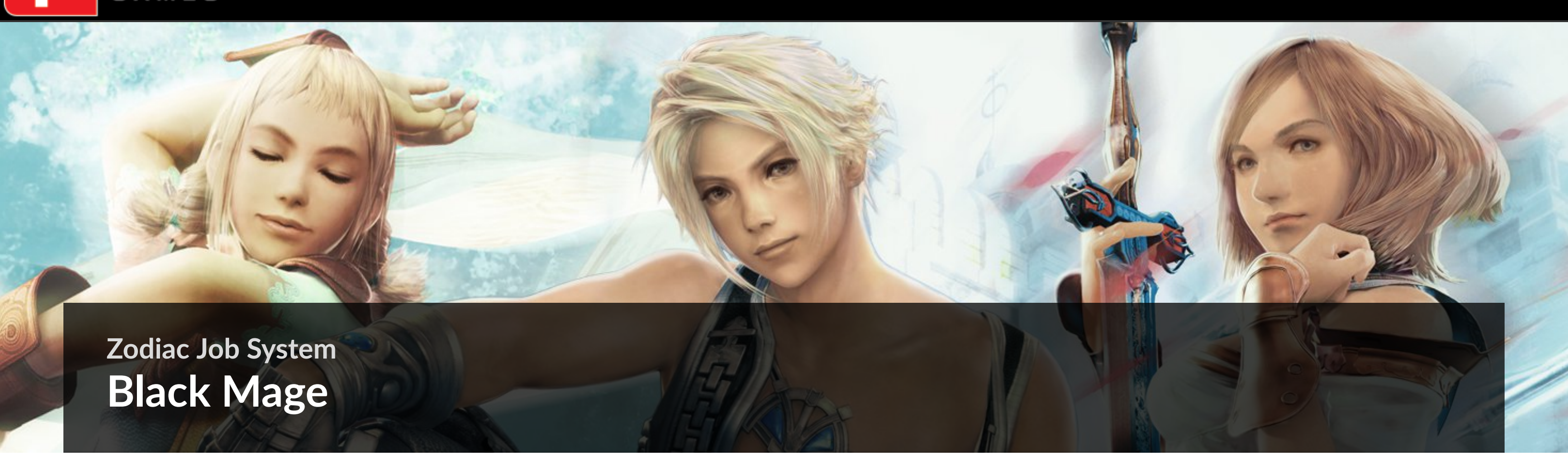
White Magick 4	Locked	Quickening	Cura, Raise
390 HP	Locked	Esper	—
435 HP	Locked	Esper	—
Magick Lore (30B)	Locked	Esper	—
Magick Lore (30C)	Locked	Esper	—
Magick Lore (30D)	Locked	Esper	—
Magick Lore (50C)	Locked	Esper	—
Magick Lore (50D)	Locked	Esper	—
Heavy Armor 10	Locked	Esper	Dragon Helm, Dragon Mail
Heavy Armor 11	Locked	Esper	Magepower Shishak, Maximillian
Heavy Armor 12	Locked	Esper	Grand Helm, Grand Armor
1000 Needles	Locked	Esper	Deals 1000 damage to a Foe.
Infuse	Locked	Esper	Expends all remaining MP to set HP to 10x spent MP.

Sign	Role	Weapon	Armor
Sagittarius	Ranged Damage	Bows	Light

Consider pairing an Archer up with either a slower, stronger Job to make that Job into a deadly damager with some utility, or give them something to do by giving them another Job that can support your team in some way. Red Battlemage, for instance, gets only one Swiftness, but has a wide variety of useful magicks to cast, preferably at a faster clip.

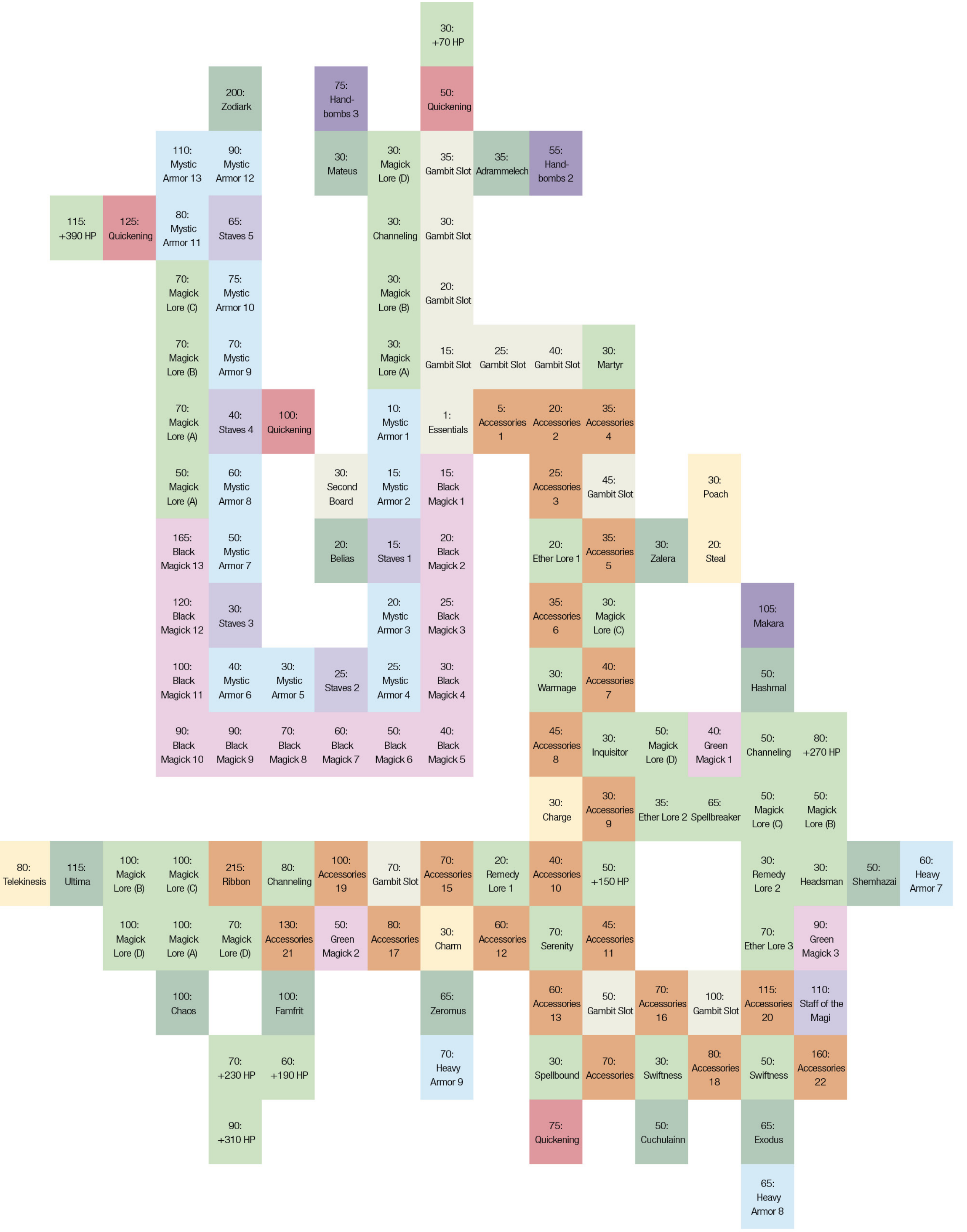
Basch makes a particularly good Archer due to his high Strength and the low bonuses offered innately, though your second Job may render this less relevant if it includes Heavy Armor and some Battle Lores.

Vaan
Uhlan/Foebreaker
Machinist
Uhlan
Red Battlemage
White Mage
Knight
Shikari
Monk



Zodiac Job System

Black Mage



30: +70 HP
200: Zodiark
75: Hand-bombs 3
50: Quickening
110: Mystic Armor 13
90: Mystic Armor 12
30: Mateus
30: Magick Lore (D)
35: Gambit Slot
35: Adrammelech
55: Hand-bombs 2
115: +390 HP
125: Quickening
80: Mystic Armor 11
65: Staves 5
30: Channeling
30: Gambit Slot
70: Magick Lore (C)
75: Mystic Armor 10
30: Magick Lore (B)
20: Gambit Slot
70: Magick Lore (B)
70: Mystic Armor 9
30: Magick Lore (A)
15: Gambit Slot
25: Gambit Slot
40: Gambit Slot
30: Martyr
70: Magick Lore (A)
40: Staves 4
100: Quickening
10: Mystic Armor 1
1: Essentials
5: Accessories 1
20: Accessories 2
35: Accessories 4
50: Magick Lore (A)
60: Mystic Armor 8
30: Second Board
15: Mystic Armor 2
15: Black Magick 1
25: Accessories 3
45: Gambit Slot
30: Poach
165: Black Magick 13
50: Mystic Armor 7
20: Belias
15: Staves 1
20: Black Magick 2
20: Ether Lore 1
35: Accessories 5
30: Zalera
20: Steal
120: Black Magick 12
30: Staves 3
20: Mystic Armor 3
25: Black Magick 3
35: Accessories 6
30: Magick Lore (C)
105: Makara
100: Black Magick 11
40: Mystic Armor 6
30: Mystic Armor 5
25: Staves 2
25: Mystic Armor 4
30: Black Magick 4
30: Warmage
40: Accessories 7
50: Hashmal
90: Black Magick 10
90: Black Magick 9
70: Black Magick 8
60: Black Magick 7
50: Black Magick 6
40: Black Magick 5
45: Accessories 8
30: Inquisitor
50: Magick Lore (D)
40: Green Magick 1
50: Channeling
80: +270 HP
30: Charge
30: Accessories 9
35: Ether Lore 2
65: Spellbreaker
50: Magick Lore (C)
50: Magick Lore (B)
80: Telekinesis
115: Ultima
100: Magick Lore (B)
100: Magick Lore (C)
215: Ribbon
80: Channeling
100: Accessories 19
70: Gambit Slot
70: Accessories 15
20: Remedy Lore 1
40: Accessories 10
50: +150 HP
30: Remedy Lore 2
30: Headsman
50: Shemhazai
60: Heavy Armor 7
100: Magick Lore (D)
100: Magick Lore (A)
70: Magick Lore (D)
130: Accessories 21
50: Green Magick 2
80: Accessories 17
30: Charm
60: Accessories 12
70: Serenity
45: Accessories 11
70: Ether Lore 3
90: Green Magick 3
100: Chaos
100: Famfrit
65: Zeromus
60: Accessories 13
50: Gambit Slot
70: Accessories 16
100: Gambit Slot
115: Accessories 20
110: Staff of the Magi
70: +230 HP
60: +190 HP
70: Heavy Armor 9
30: Spellbound
70: Accessories
30: Swiftness
80: Accessories 18
50: Swiftness
160: Accessories 22
90: +310 HP
75: Quickening
50: Cuchulainn
65: Exodus
65: Heavy Armor 8

Potential Core Nodes

420 HP	–
Swiftness x2	–
Channeling x3	–
Magick Lore x16	–
Ether Lore 1	–
Ether Lore 2	–
Ether Lore 3	–
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Serenity	Increases magick damage dealt by 1.2x and magick healing done by 1.5x when HP is full. Increases chance of landing status effects.
Spellbound	Beneficial statuses last 50% longer
Spellbreaker	Doubles magick damage, increases healing by 1.5x and increases chance of landing status effects when in Critical status
Warmage	Restores MP when dealing magick damage. (See Damage to MP chart)
Staves 1	Oak Staff
Staves 2	Cherry Staff, Wizard's Staff
Staves 3	Flame Staff, Storm Staff
Staves 4	Glacial Staff, Golden Staff
Staves 5	Judicer's Staff, Cloud Staff
Staff of the Magi	Staff of the Magi
Mystic Armor 1	Cotton Cap, Cotton Shirt, Magick Curch, Light Woven Shirt
Mystic Armor 2	Pointy Hat, Silken Shirt, Topkapi Hat, Kilimweave Shirt
Mystic Armor 3	Calot Hat, Shepherd's Bolero, Wizard's Hat, Wizard's Robes
Mystic Armor 4	Lambent Hat, Chanter's Djellaba, Feathered Cap, Traveler's Vestment
Mystic Armor 5	Mage's Hat, Mage's Habit, Lamia's Tiara, Enchanter's Habit
Mystic Armor 6	Sorcerer's Hat, Sorcerer's Habit, Black Cowl, Black Garb
Mystic Armor 7	Astrakhan Hat, Carmagnole, Gaia Hat, Maduin Gear
Mystic Armor 8	Hypnocrown, Jade Gown, Gold Hairpin, Gaia Gear
Mystic Armor 9	Celebrant's Miter, Cleric's Robes
Mystic Armor 10	Black Mask, Black Robes
Mystic Armor 11	White Mask, White Robes
Mystic Armor 12	Golden Skullcap, Glimmering Robes
Mystic Armor 13	Circlet, Lordly Robes
Black Magick 1	Fire, Thunder
Black Magick 2	Blizzard, Blind
Black Magick 3	Aqua, Silence
Black Magick 4	Aero, Sleep
Black Magick 5	Fira, Poison
Black Magick 6	Thundara, Blizzara
Black Magick 7	Bio, Blindga
Black Magick 8	Aeroga, Silencega
Black Magick 9	Firaga, Thundaga
Black Magick 10	Blizzaga, Sleepga
Black Magick 11	Shock, Toxify
Black Magick 12	Scourge, Flare
Black Magick 13	Scathe
Green Magick 1	Decoy, Oil
Green Magick 2	Drain, Reverse
Green Magick 3	Bubble, Syphon
Charge	Restores some MP. Success rate scales with how much MP is missing. Reduces MP to 0 on a failure. When successful, also restores some Mist Charge. See also: Syphon
Charm	Inflicts Confuse on one Foe. Immunity to Confuse applies.

missable Nodes

70 HP	Locked	Quickening	–
390 HP	Locked	Quickening	–
190 HP	Locked	Esper	–
230 HP	Locked	Esper	–
310 HP	Locked	Esper	–
Hand-bombs 2	Locked	Esper	Fumarole, Tumulus
Hand-bombs 3	Locked	Esper	Caldera, Volcano
Makara	Locked	Esper	Makara
Heavy Armor 7	Locked	Esper	Steel Mask, Mirror Mail
Heavy Armor 8	Locked	Esper	Platinum Helm, Platinum Armor
Heavy Armor 9	Locked	Esper	Giant's Helmet, Carabineer Mail
Poach	Locked	Esper	KO's a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
Steal	Locked	Esper	Steal an item from a Foe that has an item. Cannot steal after a successful steal. See also: Thief's Cuffs.
Telekinesis	Locked	Esper	Hits distant and/or flying enemies without needing to equip a ranged weapon.

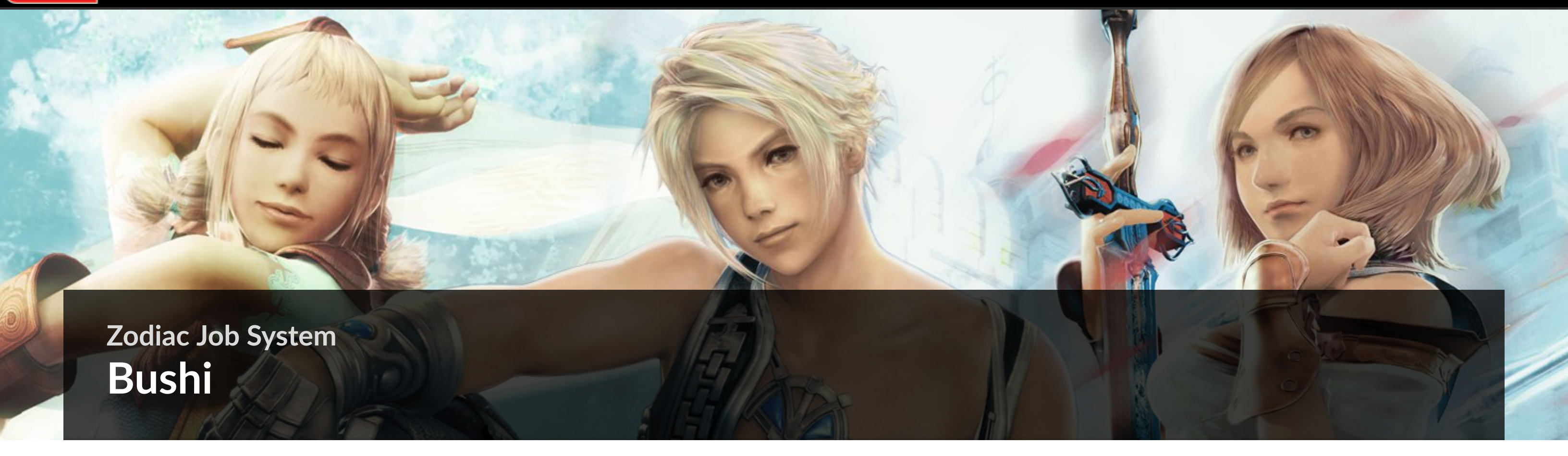
Sign	Role	Weapon	Armor
Capricorn	Magick Damage	Staves	Mystic

Black Mages use Staves and Mystic Armor to rain magick damage and destruction down on the creatures of Ivalice. They get all sixteen Magick Lores, as well as three Channelings. This grants them both power and persistence. Staves are unusual weapons that often provide massive bonuses to certain elements, only furthering their specialized roles as heavy artillery. Their Locked Licenses add some Heavy Armor, the ability to use Hand Bombs, and a good pile of Health Points. This Job does one thing, and it does it very well. When you need magick damage, and you will, you need a Black Mage.

Their suite of magick capabilities and Augments makes Black Mages a fantastic "subjob" for any Job which needs to use MP but is not innately equipped with it. With an unimpressive suite of Locked Licenses, you needn't worry too much about which Espers go where for the Black Mage Job. A Knight or Monk, for example, gains many great healing options from Espers but has no Magick Lore to boost it. Time Battlemage can use this MP-fueled cannon to great effect. Frankly, any character standing idle during battle can benefit from having the ability to call down the Thunder.

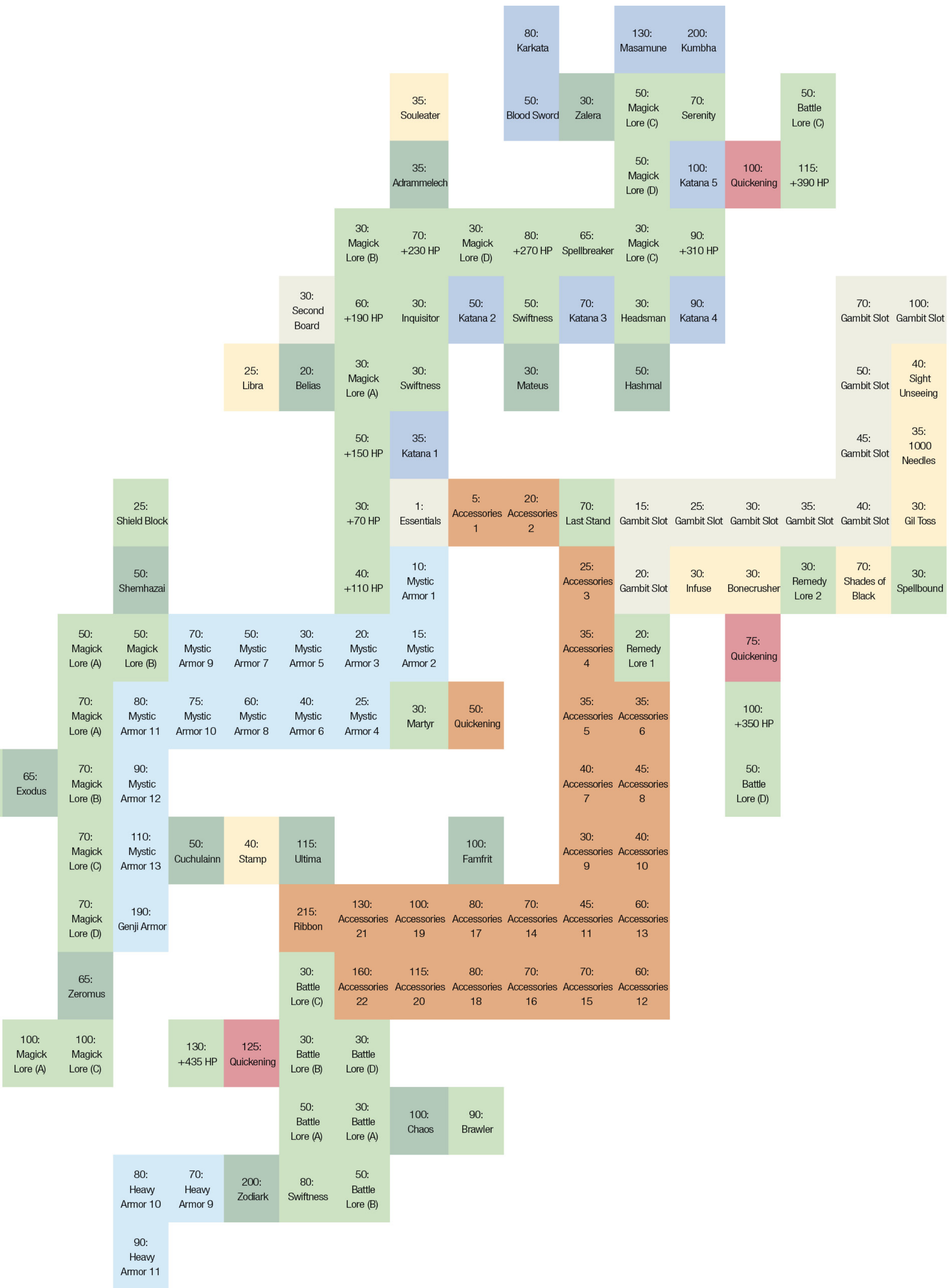
While Ashe, Penelo, and Vaan all have very high Magick Power, this only matters if you choose to have them wear equipment to boost those numbers all the way to 99, in which case you might consider using someone else. If any of these three are wearing Heavy Armor or doing a lot of melee damage, they are fantastic choices to give you an all-around punch.

Vaan
Uhlan/Foebreaker
Red Battlemage
Machinist
Knight
Uhlan
Monk
White Mage
Time Battlemage
Shikari
Foebreaker
Bushi
Archer
Black Mage



Zodiac Job System

Bushi


80: Karkata
130: Masamune
200: Kumbha
35: Souleater
50: Blood Sword
30: Zalera
50: Magick Lore (C)
70: Serenity
50: Battle Lore (C)
35: Adrammelech
50: Magick Lore (D)
100: Katana 5
100: Quickening
115: +390 HP
30: Magick Lore (B)
70: +230 HP
30: Magick Lore (D)
80: +270 HP
65: Spellbreaker
30: Magick Lore (C)
90: +310 HP
30: Second Board
60: +190 HP
30: Inquisitor
50: Katana 2
50: Swiftness
70: Katana 3
30: Headsman
90: Katana 4
70: Gambit Slot
100: Gambit Slot
25: Libra
20: Belias
30: Magick Lore (A)
30: Swiftness
30: Mateus
50: Hashmal
50: Gambit Slot
40: Sight Unseeing
50: +150 HP
35: Katana 1
45: Gambit Slot
35: 1000 Needles
25: Shield Block
30: +70 HP
1: Essentials
5: Accessories 1
20: Accessories 2
70: Last Stand
15: Gambit Slot
25: Gambit Slot
30: Gambit Slot
35: Gambit Slot
40: Gambit Slot
30: Gil Toss
50: Shemhazai
40: +110 HP
10: Mystic Armor 1
25: Accessories 3
20: Gambit Slot
30: Infuse
30: Bonecrusher
30: Remedy Lore 2
70: Shades of Black
30: Spellbound
50: Magick Lore (A)
50: Magick Lore (B)
70: Mystic Armor 9
50: Mystic Armor 7
30: Mystic Armor 5
20: Mystic Armor 3
15: Mystic Armor 2
35: Accessories 4
20: Remedy Lore 1
75: Quickening
70: Magick Lore (A)
80: Mystic Armor 11
75: Mystic Armor 10
60: Mystic Armor 8
40: Mystic Armor 6
25: Mystic Armor 4
30: Martyr
50: Quickening
35: Accessories 5
35: Accessories 6
100: +350 HP
220: +500 HP
65: Exodus
70: Magick Lore (B)
90: Mystic Armor 12
40: Accessories 7
45: Accessories 8
50: Battle Lore (D)
70: Magick Lore (C)
110: Mystic Armor 13
50: Cuchulainn
40: Stamp
115: Ultima
100: Famfrit
30: Accessories 9
40: Accessories 10
70: Magick Lore (D)
190: Genji Armor
215: Ribbon
130: Accessories 21
100: Accessories 19
80: Accessories 17
70: Accessories 14
45: Accessories 11
60: Accessories 13
65: Zeromus
30: Battle Lore (C)
160: Accessories 22
115: Accessories 20
80: Accessories 18
70: Accessories 16
70: Accessories 15
60: Accessories 12
100: Magick Lore (A)
100: Magick Lore (C)
130: +435 HP
125: Quickening
30: Battle Lore (B)
30: Battle Lore (D)
50: Battle Lore (A)
30: Battle Lore (A)
100: Chaos
90: Brawler
80: Heavy Armor 10
70: Heavy Armor 9
200: Zodiark
80: Swiftness
50: Battle Lore (B)
90: Heavy Armor 11

Potential Core Nodes

1330 HP	–
Swiftness x3	–
Battle Lore x6	–
Magick Lore x12	–
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Serenity	Increases magick damage dealt by 1.2x and magick healing done by 1.5x when HP is full. Increases chance of landing status effects.
Spellbound	Beneficial statuses last 50% longer
Spellbreaker	Doubles magick damage, increases healing by 1.5x and increases chance of landing status effects when in Critical status
Katana 1	Kotetsu, Osafune
Katana 2	Kogarasumaru, Magoroku
Katana 3	Murasame, Kiku-ichimonji
Katana 4	Yakei, Ame-no-Murakumo
Katana 5	Muramasa
Masamune	Masamune
Kumbha	Kumbha
Mystic Armor 1	Cotton Cap, Cotton Shirt, Magick Curch, Light Woven Shirt
Mystic Armor 2	Pointy Hat, Silken Shirt, Topkapi Hat, Kilimweave Shirt
Mystic Armor 3	Calot Hat, Shepherd's Bolero, Wizard's Hat, Wizard's Robes
Mystic Armor 4	Lambent Hat, Chanter's Djellaba, Feathered Cap, Traveler's Vestment
Mystic Armor 5	Mage's Hat, Mage's Habit, Lamia's Tiara, Enchanter's Habit
Mystic Armor 6	Sorcerer's Hat, Sorcerer's Habit, Black Cowl, Black Garb
Mystic Armor 7	Astrakhan Hat, Carmagnole, Gaia Hat, Maduin Gear
Mystic Armor 8	Hypnocrown, Jade Gown, Gold Hairpin, Gaia Gear
Mystic Armor 9	Celebrant's Miter, Cleric's Robes
Mystic Armor 10	Black Mask, Black Robes
Mystic Armor 11	White Mask, White Robes
Mystic Armor 12	Golden Skullcap, Glimmering Robes
Mystic Armor 13	Circlet, Lordly Robes
Genji Armor	Genji Shield, Genji Armor, Genji Helm, Genji Gloves
1000 Needles	Deals 1000 damage to a Foe.
Bonecrusher	Reduces one Foe's HP to 0. Deals between 0% to 99% damage to the user, and KOs the user if it misses.
Gil Toss	Expends gil to do damage at a 1 to 1 ratio. This can be very strong and very expensive.
Infuse	Expends all remaining MP to set HP to 10x spent MP.
Shades of Black	Randomly casts a Black Magick without consuming MP or needing to have the license
Sight Unseeing	Requires user to be Blind to take effect. Takes a Foe to extremely low HP. Many enemies are immune.

missable Nodes

350 HP	Locked	Quickening	–
390 HP	Locked	Quickening	–
435 HP	Locked	Quickening	–
Battle Lore (50C)	Locked	Quickening	–
Battle Lore (50D)	Locked	Quickening	–
500 HP	Locked	Esper	–
Magick Lore (100A)	Locked	Esper	–
Magick Lore (100C)	Locked	Esper	–
Shield Block (25)	Locked	Esper	–
Brawler	Locked	Esper	Increases attack when unarmed. Scales with Strength and Level
Blood Sword	Locked	Esper	Blood Sword
Karkata	Locked	Esper	Karkata
Heavy Armor 9	Locked	Esper	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Locked	Esper	Dragon Helm, Dragon Mail
Heavy Armor 11	Locked	Esper	Magepower Shishak, Maximillian
Libra	Locked	Esper	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Souleater	Locked	Esper	Deals damage to one Foe, costs 20% of user's Max HP.
Stamp	Locked	Esper	Copies all of the user's status ailments onto one Foe.

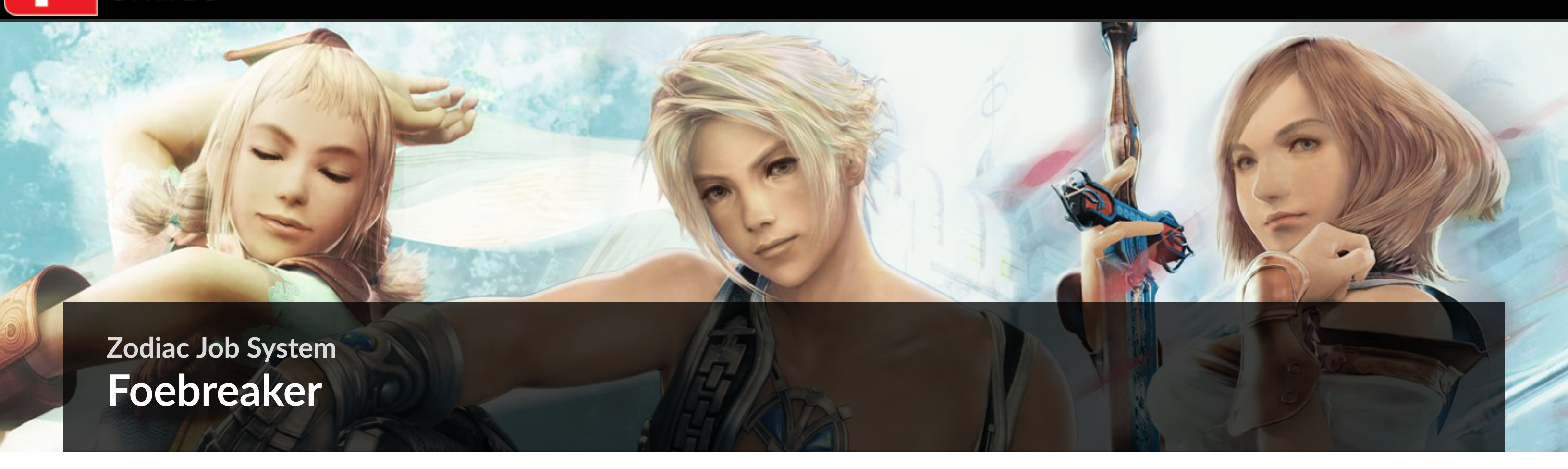
Sign	Role	Weapon	Armor
Aquarius	Melee Damage	Katana	Mystic

Bushi cut hard and cut often. The masters of the combo-heavy Katana, Bushi wear Mystic Armor to further boost the power of Katana, which use both Strength and Magick Power to do damage. With all three Swiftnesses and no magick at all, Bushi is a single-minded buzzsaw of a Job. With their Genji Armor and Kumbha Licenses, Bushi have the chance to wield this unique one-handed weapon in late game and up their survivability with a Genji Shield. They have a range of damaging technicks, such as the powerful but costly Gil Toss, and Shades of Black to utilize all that Magick Power they have.

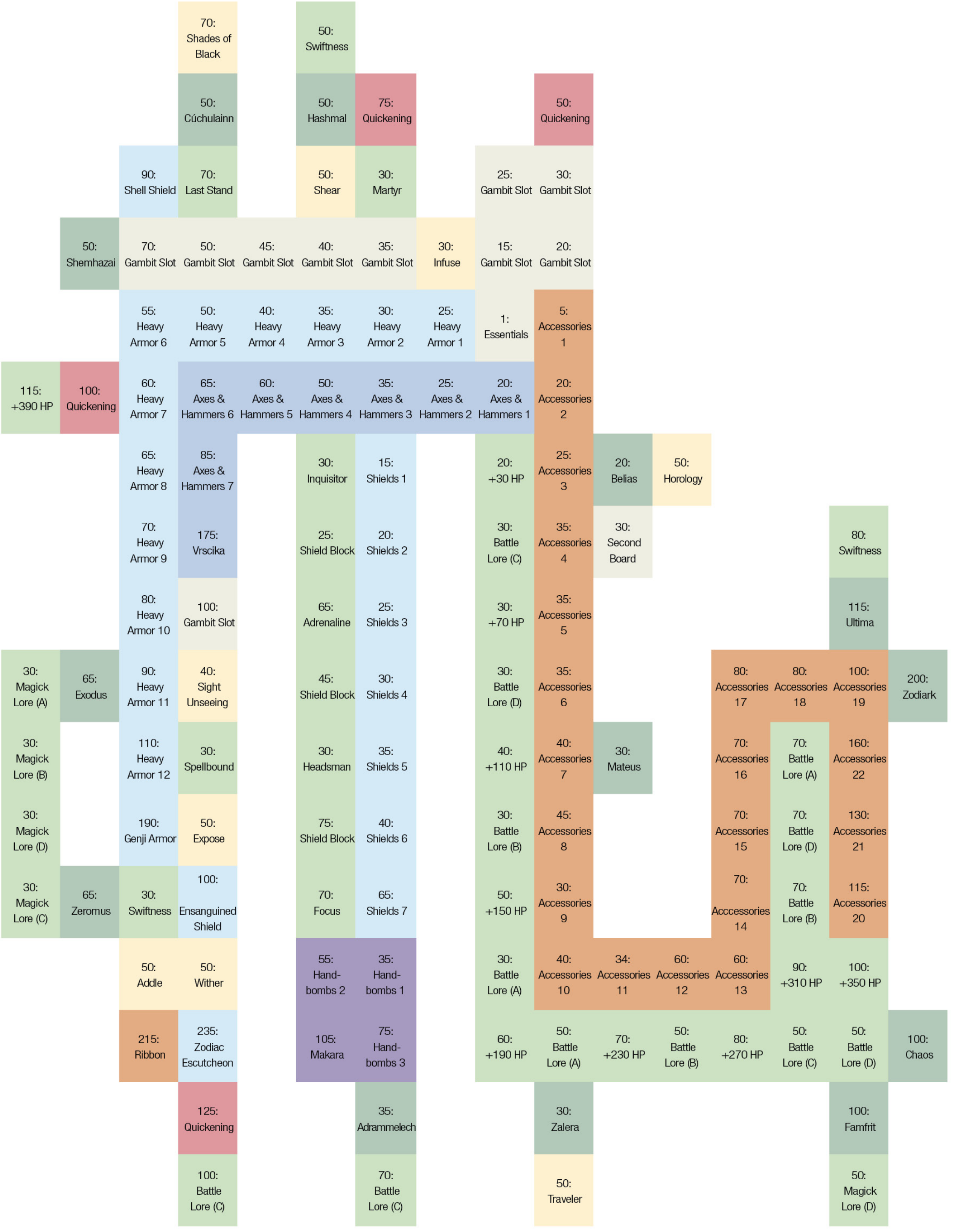
With a fairly tame set of Esper Locks, Bushi can slide nicely alongside any Job that could use Mystic Armor and some Magick Lores. Their three Swiftnesses can take up a lot of slack for a slower Job. A Knight or a Monk could gain a lot of passive power on their Esper-Locked healing by stocking up on the Magick Lores, while hitting much faster than normal. Bushi is, in its simplicity, a very versatile Job to put in many combinations.

Ashe and Vaan, with their high Strength and Magick Power, are hard to say no to for Bushi. Either would get a huge boost from their high total between those two stats. If the main plan is to use Mystic Armor and swing a Katana, characters with lower Magick Power may be a better play.

Vaan
Uhlan/Foebreaker
Knight
Red Battlemage
Monk
Machinist
Time Battlemage
Uhlan
Foebreaker
White Mage
Archer



Zodiac Job System
Foebreaker



			70: Shades of Black		50: Swiftness										
			50: Cúchulainn		50: Hashmal	75: Quickening			50: Quickening						
		90: Shell Shield	70: Last Stand		50: Shear	30: Martyr		25: Gambit Slot	30: Gambit Slot						
	50: Shemhazai	70: Gambit Slot	50: Gambit Slot	45: Gambit Slot	40: Gambit Slot	35: Gambit Slot	30: Infuse	15: Gambit Slot	20: Gambit Slot						
		55: Heavy Armor 6	50: Heavy Armor 5	40: Heavy Armor 4	35: Heavy Armor 3	30: Heavy Armor 2	25: Heavy Armor 1	1: Essentials	5: Accessories 1						
115: +390 HP	100: Quickening	60: Heavy Armor 7	65: Axes & Hammers 6	60: Axes & Hammers 5	50: Axes & Hammers 4	35: Axes & Hammers 3	25: Axes & Hammers 2	20: Axes & Hammers 1	20: Accessories 2						
		65: Heavy Armor 8	85: Axes & Hammers 7		30: Inquisitor	15: Shields 1		20: +30 HP	25: Accessories 3	20: Belias	50: Horology				
		70: Heavy Armor 9	175: Vrscika		25: Shield Block	20: Shields 2		30: Battle Lore (C)	35: Accessories 4	30: Second Board				80: Swiftness	
		80: Heavy Armor 10	100: Gambit Slot		65: Adrenaline	25: Shields 3		30: +70 HP	35: Accessories 5					115: Ultima	
30: Magick Lore (A)	65: Exodus	90: Heavy Armor 11	40: Sight Unseeing		45: Shield Block	30: Shields 4		30: Battle Lore (D)	35: Accessories 6			80: Accessories 17	80: Accessories 18	100: Accessories 19	200: Zodiark
30: Magick Lore (B)		110: Heavy Armor 12	30: Spellbound		30: Headsman	35: Shields 5		40: +110 HP	40: Accessories 7	30: Mateus		70: Accessories 16	70: Battle Lore (A)	160: Accessories 22	
30: Magick Lore (D)		190: Genji Armor	50: Expose		75: Shield Block	40: Shields 6		30: Battle Lore (B)	45: Accessories 8			70: Accessories 15	70: Battle Lore (D)	130: Accessories 21	
30: Magick Lore (C)	65: Zeromus	30: Swiftness	100: Ensanguined Shield		70: Focus	65: Shields 7		50: +150 HP	30: Accessories 9			70: Acccessories 14	70: Battle Lore (B)	115: Accessories 20	
		50: Addle	50: Wither		55: Hand-bombs 2	35: Hand-bombs 1		30: Battle Lore (A)	40: Accessories 10	34: Accessories 11	60: Accessories 12	60: Accessories 13	90: +310 HP	100: +350 HP	
		215: Ribbon	235: Zodiac Escutcheon		105: Makara	75: Hand-bombs 3		60: +190 HP	50: Battle Lore (A)	70: +230 HP	50: Battle Lore (B)	80: +270 HP	50: Battle Lore (C)	50: Battle Lore (D)	100: Chaos
			125: Quickening			35: Adrammelech			30: Zalera					100: Famfrit	
			100: Battle Lore (C)			70: Battle Lore (C)			50: Traveler					50: Magick Lore (D)	

Potential Core Nodes

1710 HP	—
Swiftness	—
Battle Lore x11	—
Shield Block x3	—
Adrenaline	Doubles Physical damage dealth while in Critical status
Focus	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Axes & Hammers 1	Handaxe
Axes & Hammers 2	Iron Hammer, Broadaxe
Axes & Hammers 3	War Hammer, Slasher
Axes & Hammers 4	Sledgehammer, Hammerhead
Axes & Hammers 5	Francisca, Morning Star
Axes & Hammers 6	Greataxe, Golden Axe
Axes & Hammers 7	Scorpion Tail
Vrscika	Vrscika
Hand-bombs 1	Hornito
Hand-bombs 2	Fumarole, Tumulus
Hand-bombs 3	Caldera, Volcano
Makara	Makara
Heavy Armor 1	Leather Helm, Leather Armor, Bronze Helm, Bronze Armor
Heavy Armor 2	Sallet, Scale Armor, Iron Helm, Iron Armor
Heavy Armor 3	Barbut, Linen Cuirass, Winged Helm, Chainmail
Heavy Armor 4	Golden Helm, Golden Armor, Burgonet, Shielded Armor
Heavy Armor 5	Close Helmet, Demon Mail, Bone Helm, Bone Mail
Heavy Armor 6	Diamond Helm, Diamond Armor
Heavy Armor 7	Steel Mask, Mirror Mail
Heavy Armor 8	Platinum Helm, Platinum Armor
Heavy Armor 9	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Dragon Helm, Dragon Mail
Heavy Armor 11	Magepower Shishak, Maximillian
Heavy Armor 12	Grand Helm, Grand Armor
Genji Armor	Genji Shield, Genji Armor, Genji Helm, Genji Gloves
Shields 1	Leather Shield, Buckler
Shields 2	Bronze Shield, Round Shield
Shields 3	Golden Shield, Flame Shield, Ice Shield
Shields 4	Diamond Shield, Dragon Shield, Platinum Shield
Shields 5	Crystal Shield, Kaiser Shield
Shields 6	Aegis Shield, Demon Shield
Shields 7	Venetian Shield
Shell Shield	Shell Shield
Ensanguined Shield	Ensanguined Shield
Zodiac Escutcheon	Zodiac Escutcheon
Addle	Lowers the magick stat of one Foe to 50% of current. Recommended.
Expose	Lowers the Defense stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
Infuse	Expends all remaining MP to set HP to 10x spent MP.
Shear	Lowers the Magick Resist stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
Sight Unseeing	Requires user to be Blind to take effect. Takes a Foe to extremely low HP. Many enemies are immune.
Wither	Lowers the Strength stat of one Foe to 50% of current. Recommended.

missable Nodes

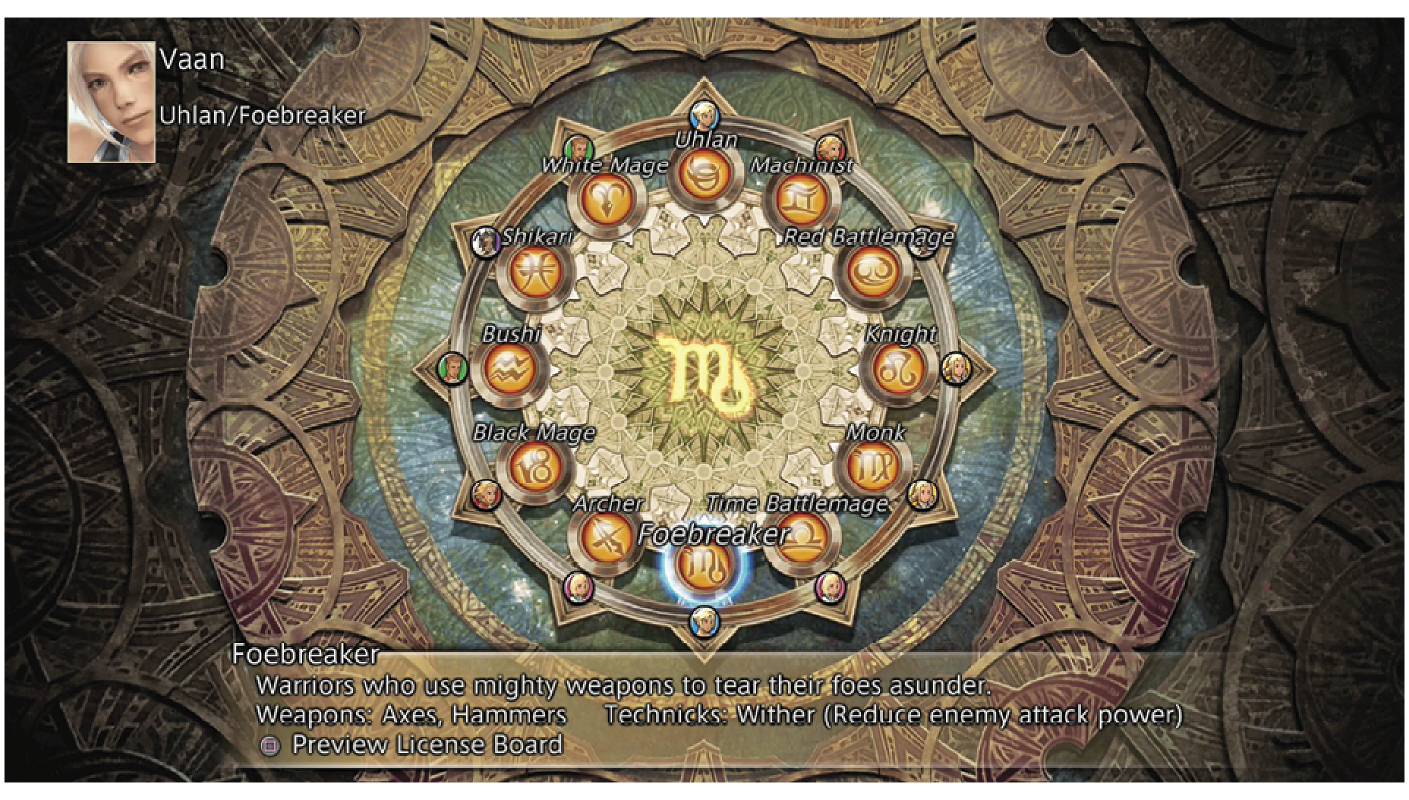
390 HP	Locked	Quickening	—
Battle Lore (100C)	Locked	Quickening	—
Swiftness (50)	Locked	Esper	—
Swiftness (80)	Locked	Esper	—
Battle Lore (70C)	Locked	Esper	—
Magick Lore (30A)	Locked	Esper	—
Magick Lore (30B)	Locked	Esper	—
Magick Lore (30C)	Locked	Esper	—
Magick Lore (30D)	Locked	Esper	—
Magick Lore (50D)	Locked	Esper	—
Horology	Locked	Esper	Deals damage based on Level and the ones digit of the game clock, 9 being the strongest and 0 the weakest.
Shades of Black	Locked	Esper	Randomly casts a Black Magick without consuming MP or needing to have the license
Traveler	Locked	Esper	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.

Sign	Role	Weapon	Armor
Scorpio	Melee/Tank	Axes & Hammers, Hand-bombs	Heavy, Shields

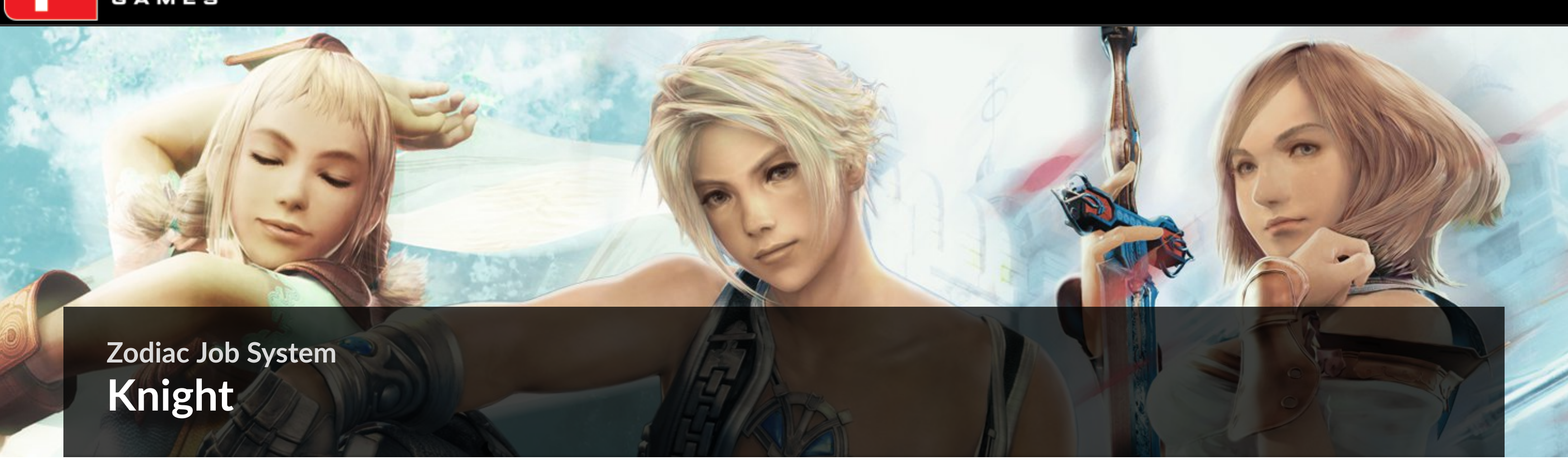
The Foebreaker is tough, strong, and devoted to weakening enemies. With their choice of Axes, Hammers, or Hand-bombs, Foebreakers are often equipped with Shields and Heavy Armor. They get all three Shield Block licenses but only one Swiftness. This Job is focused on Battle Lore, since they have no magick whatsoever and only manage some Magick Lore by way of an Esper Lock. The "Break" in their name likely refers to their ability to weaken their enemies with the full range of Foe "break" technicks. Addle, Expose, Wither, and Shear are all mighty abilities at all stages of the game.

Foebreaker has only a few tricks, making it a fantastic complementary Job but less useful on its own. The breaks are all valuable additions to any Job which doesn't have access to them, and the Heavy Armor and Shield proficiency can help a flimsier tank or melee class stay alive. Consider pairing this Job with another Job that has a lot to do in combat, such as White Mage or Red Battlemage, in order to let them weaken enemies in addition to their other responsibilities. Shikari also makes an interesting match, in that it allows Shikari to excel even further at taking and avoiding hits by giving this Job access to the best Shields, the most Shield Block, and heavier armor to go with their fast, high evasion options (like the Main Gauche dagger).

Given that Foebreaker has so little to do on a moment-to-moment basis, it's likely to be more of a fill-out Job than used as a role on its own. In that case, the needs of the Job it's paired with generally has more importance than considering the stat growth for Foebreaker.

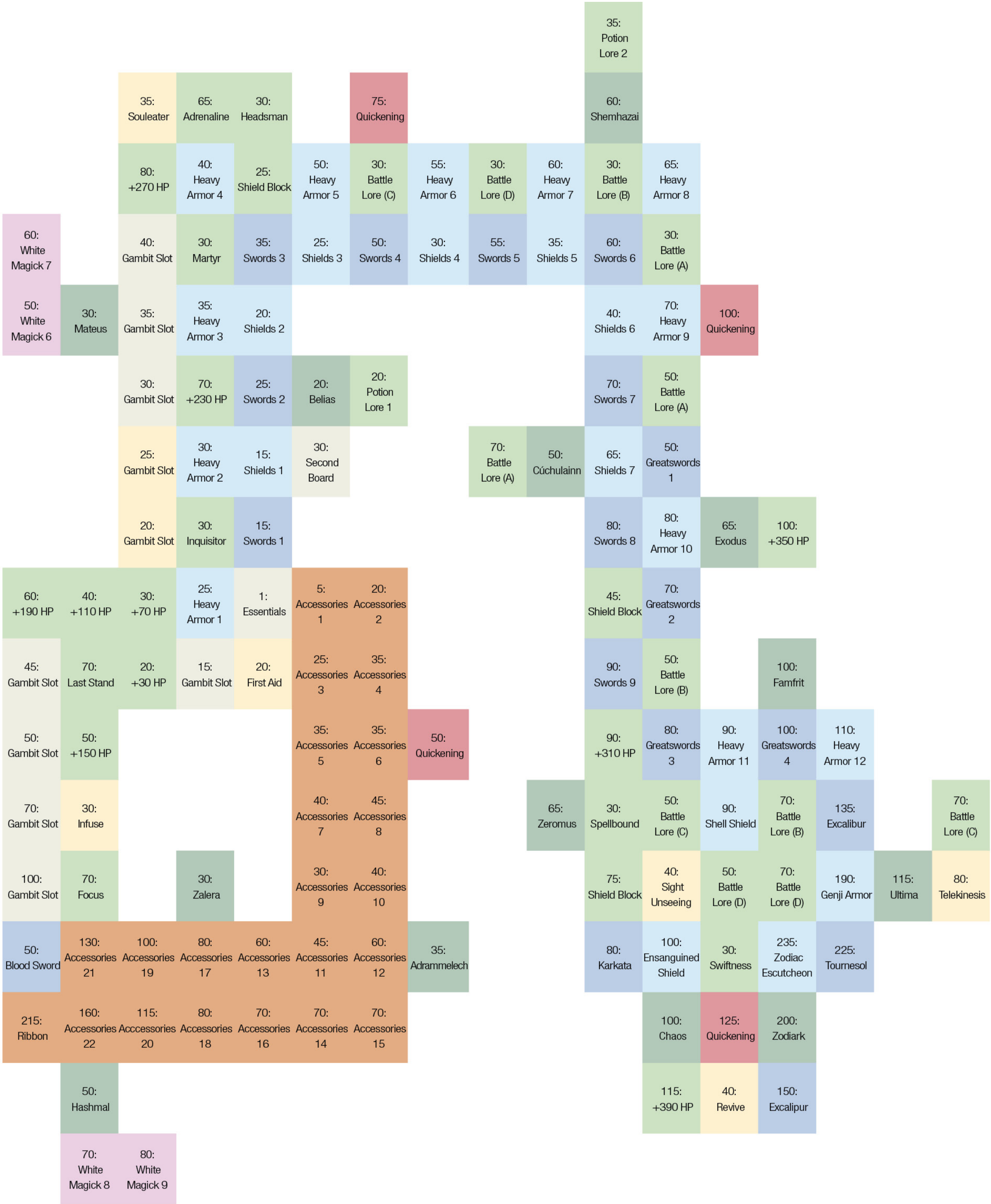


Foebreaker
Warriors who use mighty weapons to tear their foes asunder.
Weapons: Axes, Hammers Technicks: Wither (Reduce enemy attack power)
Preview License Board



Zodiac Job System

Knight



										35: Potion Lore 2						
		35: Souleater	65: Adrenaline	30: Headsman		75: Quickening				60: Shemhazai						
		80: +270 HP	40: Heavy Armor 4	25: Shield Block	50: Heavy Armor 5	30: Battle Lore (C)	55: Heavy Armor 6	30: Battle Lore (D)	60: Heavy Armor 7	30: Battle Lore (B)	65: Heavy Armor 8					
60: White Magick 7		40: Gambit Slot	30: Martyr	35: Swords 3	25: Shields 3	50: Swords 4	30: Shields 4	55: Swords 5	35: Shields 5	60: Swords 6	30: Battle Lore (A)					
50: White Magick 6	30: Mateus	35: Gambit Slot	35: Heavy Armor 3	20: Shields 2						40: Shields 6	70: Heavy Armor 9	100: Quickening				
		30: Gambit Slot	70: +230 HP	25: Swords 2	20: Belias	20: Potion Lore 1				70: Swords 7	50: Battle Lore (A)					
		25: Gambit Slot	30: Heavy Armor 2	15: Shields 1	30: Second Board			70: Battle Lore (A)	50: Cúchulainn	65: Shields 7	50: Greatswords 1					
		20: Gambit Slot	30: Inquisitor	15: Swords 1						80: Swords 8	80: Heavy Armor 10	65: Exodus	100: +350 HP			
60: +190 HP	40: +110 HP	30: +70 HP	25: Heavy Armor 1	1: Essentials	5: Accessories 1	20: Accessories 2				45: Shield Block	70: Greatswords 2					
45: Gambit Slot	70: Last Stand	20: +30 HP	15: Gambit Slot	20: First Aid	25: Accessories 3	35: Accessories 4				90: Swords 9	50: Battle Lore (B)		100: Famfrit			
50: Gambit Slot	50: +150 HP				35: Accessories 5	35: Accessories 6	50: Quickening			90: +310 HP	80: Greatswords 3	90: Heavy Armor 11	100: Greatswords 4	110: Heavy Armor 12		
70: Gambit Slot	30: Infuse				40: Accessories 7	45: Accessories 8			65: Zeromus	30: Spellbound	50: Battle Lore (C)	90: Shell Shield	70: Battle Lore (B)	135: Excalibur		70: Battle Lore (C)
100: Gambit Slot	70: Focus		30: Zalera		30: Accessories 9	40: Accessories 10				75: Shield Block	40: Sight Unseeing	50: Battle Lore (D)	70: Battle Lore (D)	190: Genji Armor	115: Ultima	80: Telekinesis
50: Blood Sword	130: Accessories 21	100: Accessories 19	80: Accessories 17	60: Accessories 13	45: Accessories 11	60: Accessories 12	35: Adrammelech			80: Karkata	100: Ensanguined Shield	30: Swiftness	235: Zodiac Escutcheon	225: Tournesol		
215: Ribbon	160: Accessories 22	115: Acccessories 20	80: Accessories 18	70: Accessories 16	70: Accessories 14	70: Accessories 15					100: Chaos	125: Quickening	200: Zodiark			
	50: Hashmal										115: +390 HP	40: Revive	150: Excalipur			
	70: White Magick 8	80: White Magick 9														

Potential Core Nodes

1360 HP	–
Swiftness	–
Battle Lore x10	–
Shield Block x3	–
Adrenaline	Doubles Physical damage dealt while in Critical status
Focus	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Swords 1	Broadsword
Swords 2	Longsword, Iron Sword
Swords 3	Zwill Blade, Ancient Sword
Swords 4	Lohengrin, Flametongue
Swords 5	Demonsbane, Icebrand
Swords 6	Platinum Sword, Bastard Sword
Swords 7	Diamond Sword, Runeblade
Swords 8	Deathbringer, Stoneblade
Swords 9	Durandal, Simha
Blood Sword	Blood Sword
Karkata	Karkata
Greatswords 1	Claymore
Greatswords 2	Defender, Save the Queen
Greatswords 3	Ultima Blade
Greatswords 4	Ragnarok
Excalibur	Excalibur
Tournesol	Tournesol
Heavy Armor 1	Leather Helm, Leather Armor, Bronze Helm, Bronze Armor
Heavy Armor 2	Sallet, Scale Armor, Iron Helm, Iron Armor
Heavy Armor 3	Barbut, Linen Cuirass, Winged Helm, Chainmail
Heavy Armor 4	Golden Helm, Golden Armor, Burgonet, Shielded Armor
Heavy Armor 5	Close Helmet, Demon Mail, Bone Helm, Bone Mail
Heavy Armor 6	Diamond Helm, Diamond Armor
Heavy Armor 7	Steel Mask, Mirror Mail
Heavy Armor 8	Platinum Helm, Platinum Armor
Heavy Armor 9	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Dragon Helm, Dragon Mail
Heavy Armor 11	Magepower Shishak, Maximillian
Heavy Armor 12	Grand Helm, Grand Armor
Genji Armor	Genji Shield, Genji Armor, Genji Helm, Genji Gloves
Shields 1	Leather Shield, Buckler
Shields 2	Bronze Shield, Round Shield
Shields 3	Golden Shield, Flame Shield, Ice Shield
Shields 4	Diamond Shield, Dragon Shield, Platinum Shield
Shields 5	Crystal Shield, Kaiser Shield
Shields 6	Aegis Shield, Demon Shield
Shields 7	Venetian Shield
Shell Shield	Shell Shield
Ensanguined Shield	Ensanguined Shield
Zodiac Escutcheon	Zodiac Escutcheon
First Aid	Restores HP to an ally in Critical condition. Not recommended.
Infuse	Expends all remaining MP to set HP to 10x spent MP.
Sight Unseeing	Requires user to be Blind to take effect. Takes a Foe to extremely low HP. Many enemies are immune.
Souleater	Deals damage to one Foe, costs 20% of user's Max HP.

missable Nodes

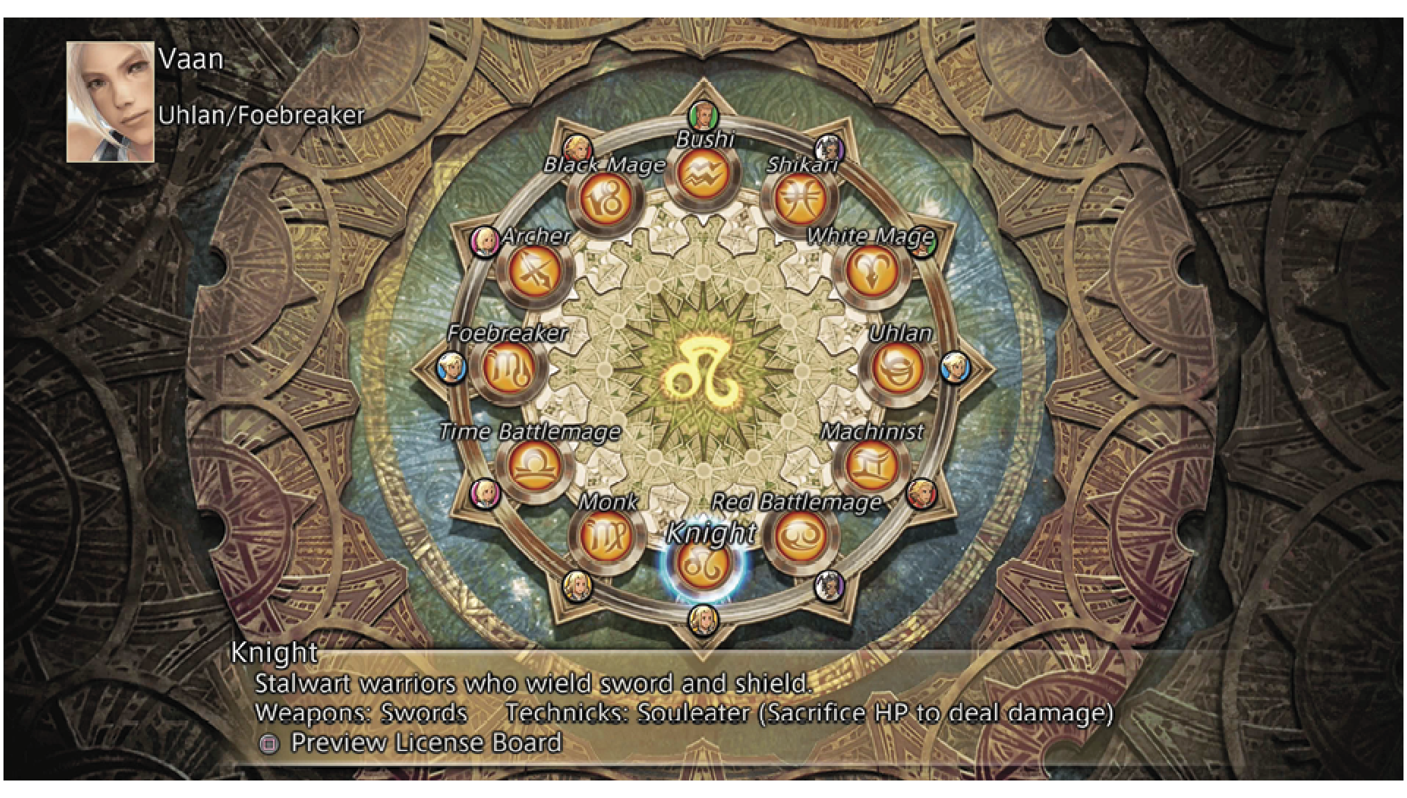
390 HP	Locked	Quickening OR Esper	–
Excalipur	Locked	Quickening OR Esper	Excalipur
Revive	Locked	Quickening OR Esper	–
350 HP	Locked	Esper	–
Battle Lore (70A)	Locked	Esper	–
Battle Lore (70C)	Locked	Esper	–
Potion Lore 1	Locked	Esper	–
Potion Lore 2	Locked	Esper	–
White Magick 6	Locked	Esper	Curaga, Regen
White Magick 7	Locked	Esper	Cleanse, Esuna
White Magick 8	Locked	Esper	Confuse, Faith
White Magick 9	Locked	Esper	Bravery, Curaja
Telekinesis	Locked	Esper	Hits distant and/or flying enemies without needing to equip a ranged weapon.

Sign	Role	Weapon	Armor
Leo	Tank/Melee	Swords/Greatswords	Heavy, Shields

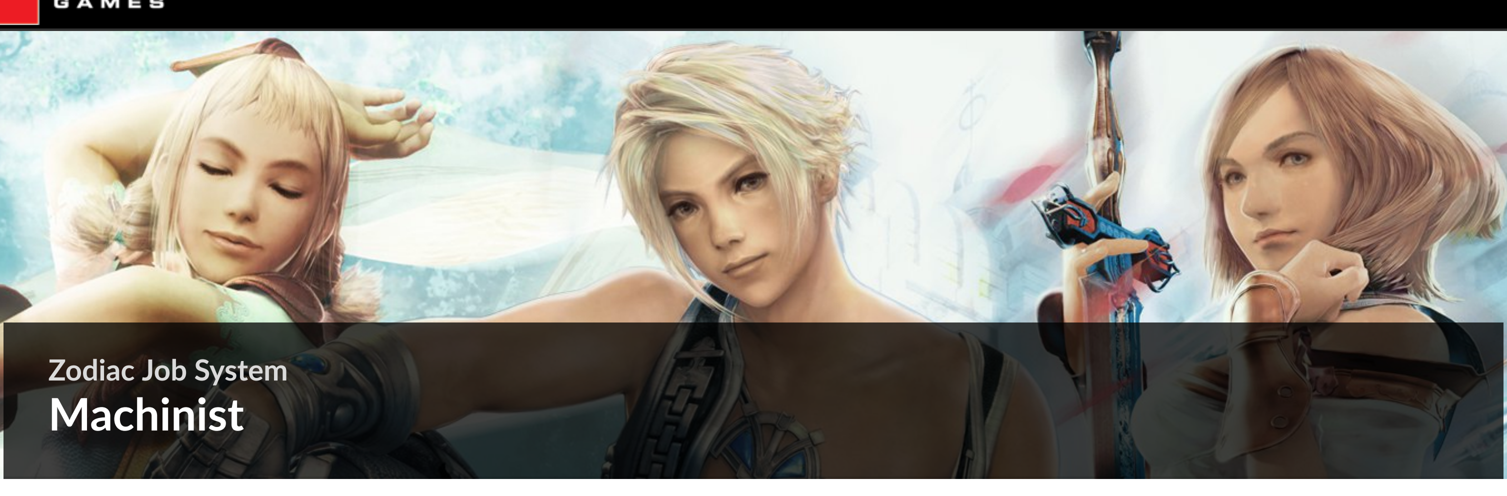
The Knight is a master at both dealing damage and receiving it in turn. With the ability to equip Heavy Armor, all Shields, all three Shield Block licenses and both varieties of sword, a Knight can be used as a tank or a melee attacker. Greatswords are some of the mightiest weapons in the game when paired with their very respectable 10 Battle Lores, and One-Handed Swords allow them to defend with Shields. To top it all off, with the help of a few Espers, Knights gain access to some crucial healing options. This allows Knights to take on some of the healing burden and save MP for other characters. Knight is a cornerstone Job, one you may want to build the rest of your party around.

Knight has only one Swiftness License, so a paired Job that gives them all three and perhaps a Channeling or two can increase this Jobs potential. A Time Battlemage has both of these, and gives a Knight some status magicks to cast between healing and swinging their sword. However, this comes with the problem of doubling up on Heavy Armor, which is often good to spread across your team. Machinist also gives the Knight a little bit more actions in combat, but requires a lot of Espers to really be useful. The only way to go wrong with pairing the Knight Job is to overload this character with too many things to do in combat. As long as you're willing to unlock their White Magick, the Knight Job is a powerful and full setup all on its own.

Given how good a Knight is at tanking, consider giving someone like Ashe, Vaan, or Basch this Job to take advantage of their higher HP totals. Ashe and Vaan have higher Magick Power, which will make their healing stronger. However, this aspect may be better served paired with another Job. The good news is that the Battle Lores and Heavy Armor will take care of any Strength concerns you may have, no matter who you choose for the role.

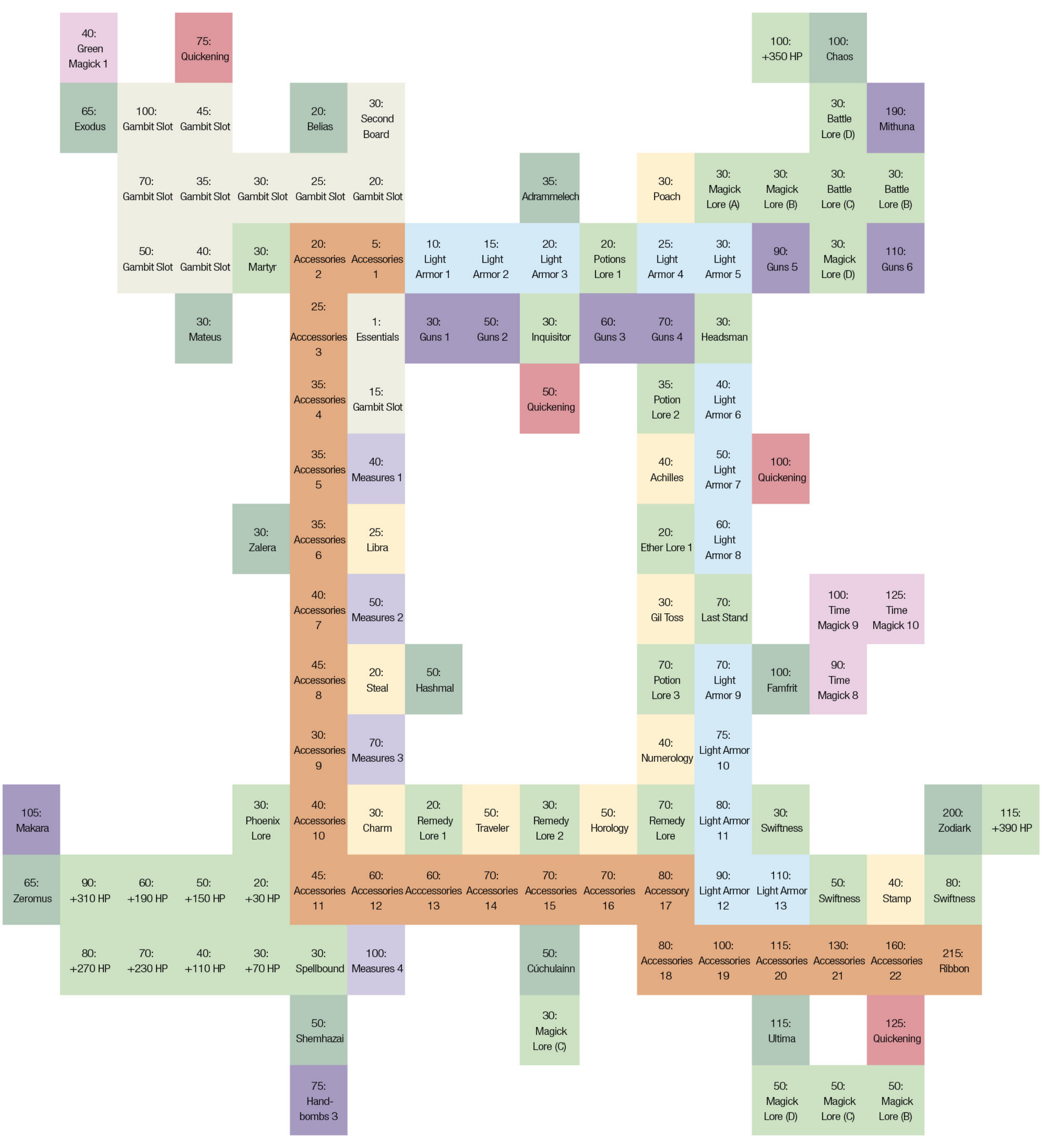


Knight
Stalwart warriors who wield sword and shield.
Weapons: Swords Technicks: Souleater (Sacrifice HP to deal damage)
Preview License Board



Zodiac Job System

Machinist



	40: Green Magick 1		75: Quickening										100: +350 HP	100: Chaos			
	65: Exodus	100: Gambit Slot	45: Gambit Slot		20: Belias	30: Second Board								30: Battle Lore (D)	190: Mithuna		
		70: Gambit Slot	35: Gambit Slot	30: Gambit Slot	25: Gambit Slot	20: Gambit Slot			35: Adrammelech		30: Poach	30: Magick Lore (A)	30: Magick Lore (B)	30: Battle Lore (C)	30: Battle Lore (B)		
		50: Gambit Slot	40: Gambit Slot	30: Martyr	20: Accessories 2	5: Accessories 1	10: Light Armor 1	15: Light Armor 2	20: Light Armor 3	20: Potions Lore 1	25: Light Armor 4	30: Light Armor 5	90: Guns 5	30: Magick Lore (D)	110: Guns 6		
			30: Mateus		25: Acccessories 3	1: Essentials	30: Guns 1	50: Guns 2	30: Inquisitor	60: Guns 3	70: Guns 4	30: Headsman					
					35: Accessories 4	15: Gambit Slot			50: Quickening		35: Potion Lore 2	40: Light Armor 6					
					35: Accessories 5	40: Measures 1					40: Achilles	50: Light Armor 7	100: Quickening				
				30: Zalera	35: Accessories 6	25: Libra					20: Ether Lore 1	60: Light Armor 8					
					40: Accessories 7	50: Measures 2					30: Gil Toss	70: Last Stand		100: Time Magick 9	125: Time Magick 10		
					45: Accessories 8	20: Steal	50: Hashmal				70: Potion Lore 3	70: Light Armor 9	100: Famfrit	90: Time Magick 8			
					30: Accessories 9	70: Measures 3					40: Numerology	75: Light Armor 10					
105: Makara				30: Phoenix Lore	40: Accessories 10	30: Charm	20: Remedy Lore 1	50: Traveler	30: Remedy Lore 2	50: Horology	70: Remedy Lore	80: Light Armor 11	30: Swiftness			200: Zodiark	115: +390 HP
65: Zeromus	90: +310 HP	60: +190 HP	50: +150 HP	20: +30 HP	45: Accessories 11	60: Accessories 12	60: Acccessories 13	70: Accessories 14	70: Accessories 15	70: Accessories 16	80: Accessory 17	90: Light Armor 12	110: Light Armor 13	50: Swiftness	40: Stamp	80: Swiftness	
	80: +270 HP	70: +230 HP	40: +110 HP	30: +70 HP	30: Spellbound	100: Measures 4			50: Cúchulainn		80: Accessories 18	100: Accessories 19	115: Accessories 20	130: Accessories 21	160: Accessories 22	215: Ribbon	
					50: Shemhazai				30: Magick Lore (C)				115: Ultima		125: Quickening		
					75: Hand-bombs 3								50: Magick Lore (D)	50: Magick Lore (C)	50: Magick Lore (B)		

Potential Core Nodes

1360 HP	–
Swiftness x3	–
Battle Lore x2	–
Magick Lore x3	–
Potion Lore 1	–
Potion Lore 2	–
Potion Lore 3	–
Ether Lore 1	–
Phoenix Lore	–
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Remedy Lore 3	Remedies remove Stop, Doom, and Disease.
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Guns 1	Altair
Guns 2	Capella, Vega
Guns 3	Sirius, Betelgeuse
Guns 4	Ras Algethi, Aldebaran
Guns 5	Spica, Antares
Guns 6	Arcturus, Fomalhaut
Mithuna	Mithuna
Measures 1	Gilt Measure
Measures 2	Arc Scale, Mulltiscale
Measures 3	Cross Scale, Caliper
Measures 4	Euclid’s Sextant
Light Armor 1	Leather Cap, Leather Clothing
Light Armor 2	Headgear, Chromed Leathers, Headguard, Leather Breastplate
Light Armor 3	Leather Headgear, Bronze Chestplate, Horned Hat, Ringmail
Light Armor 4	Balaclava, Windbreaker, Soldier’s Cap, Heavy Coat
Light Armor 5	Green Beret, Survival Vest, Red Cap, Brigandine
Light Armor 6	Headband, Jujitsu Gi, Pirate Hat, Viking Coat
Light Armor 7	Goggle Mask, Metal Jerkin, Adamant Hat, Adamant Vest
Light Armor 8	Officer’s Hat, Barrel Coat, Chakra Band, Power Vest
Light Armor 9	Thief’s Cap, Ninja Gear, Gigas Hat, Gigas Chestplate
Light Armor 10	Chaperon, Minerva Bustier
Light Armor 11	Crown of Laurels, Rubber Suit
Light Armor 12	Renewing Morion, Mirage Vest
Light Armor 13	Dueling Mask, Brave Suit
Achilles	Causes a foe to gain vulnerability to a random status. Most enemies are immune.
Charm	Inflicts Confuse on one Foe. Immunity to Confuse applies.
Gil Toss	Expends gil to do damage at a 1 to 1 ratio. This can be very strong and very expensive.
Horology	Deals damage based on Level and the ones digit of the game clock, 9 being the strongest and 0 the weakest.
Libra	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Numerology	Deals damage to enemies, doubles with each successive hit when used repeatedly. Deals area damage as well.
Poach	KO’s a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
Stamp	Copies all of the user’s status ailments onto one Foe.
Steal	Steal an item from a Foe that has an item. Cannot steal after a successful steal. See also: Thief’s Cuffs.
Traveler	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.

missable Nodes

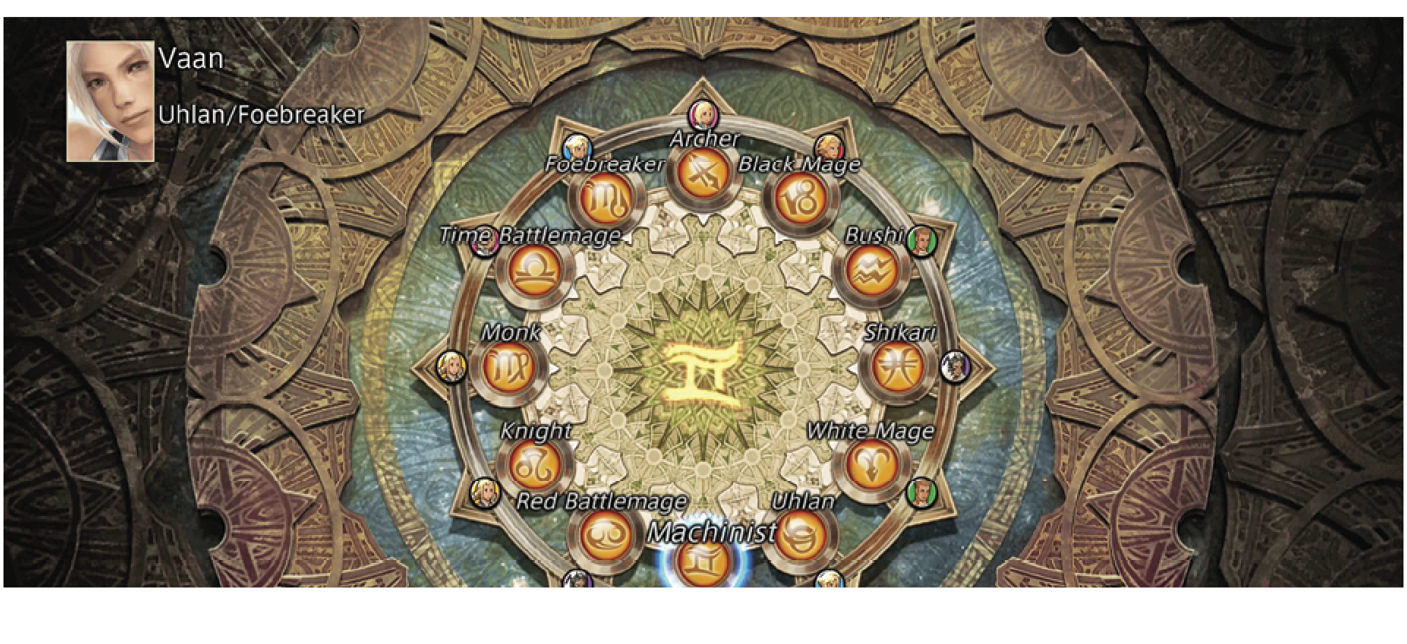
Magick Lore (50B)	Locked	Quickening OR Esper	–
Magick Lore (50C)	Locked	Quickening OR Esper	–
Magick Lore (50D)	Locked	Quickening OR Esper	–
350 HP	Locked	Esper	–
390 HP	Locked	Esper	–
Magick Lore (30C)	Locked	Esper	–
Hand-bombs 3	Locked	Esper	Caldera, Volcano
Makara	Locked	Esper	Makara
Green Magick 1	Locked	Esper	Vanishga, Warp
Time Magick 8	Locked	Esper	Reflectga, Slowga
Time Magick 9	Locked	Esper	Graviga, Hastega
Time Magick 10	Locked	Esper	Decoy, Oil

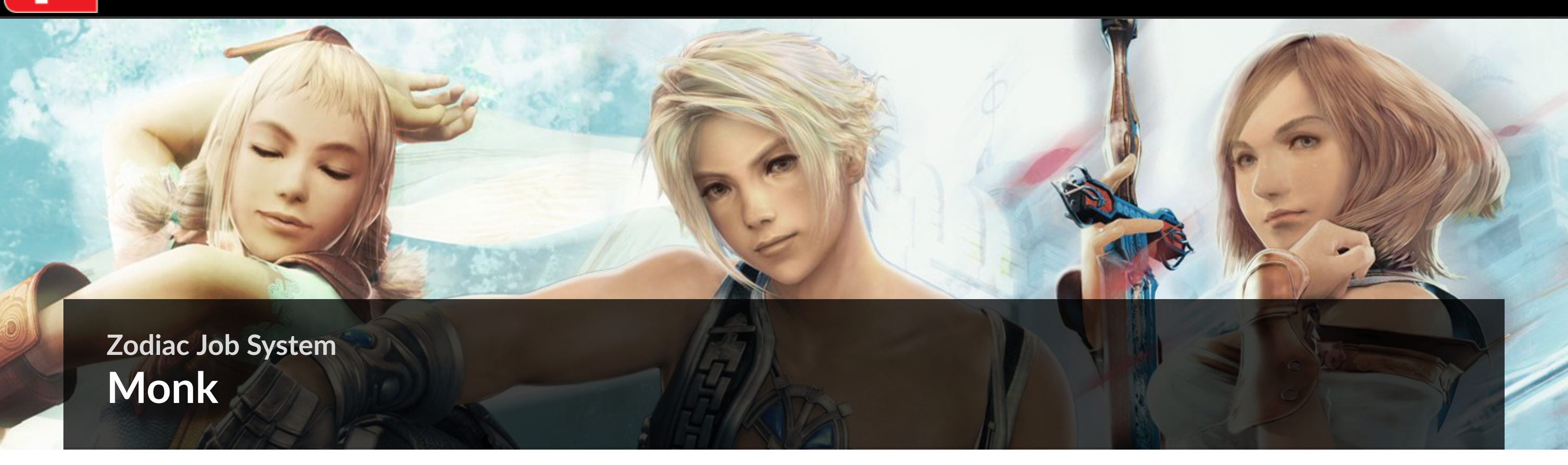
Sign	Role	Weapon	Armor
Gemini	Ranged Damage	Guns, Measures	Light

Machinists are swift-moving, Light Armored, Gun users who can swap to Measures in order to utilize their unique buffing properties. Machinists are masters of Potion and Remedy Lores, which can help your team recover at a moment’s notice. They have access to a number of technicks, most notably Numerology and Gil Toss. This Job benefits greatly from a well-placed Esper or two, gaining access to Green and Time Magicks such as Decoy and Hastega, in particular. Machinists can also use some Hand-bombs with some judicious Esper usage, if needed.

The Machinist Job by itself offers little in either flash or substance. Guns are very good weapons if you happen to be playing on “New Game -” (the extra-hard mode unlocked by beating Trial Mode) because they are totally unaffected by a character’s stats. This makes Guns terrible otherwise, since your hard-earned stats are going to waste. The technicks that the Machinist learns are mostly hard to use or underpowered, making their access to some support magick their most alluring feature. The good news is that this Job pairs well with another busy Job, or a character who is already likely to have the Espers they need to unlock their magicks. Monk is a good fit from that perspective. Machinist and Monk Espers align well, giving the Monk Job a full complement of Swiftness and filling that time with a buff or two.

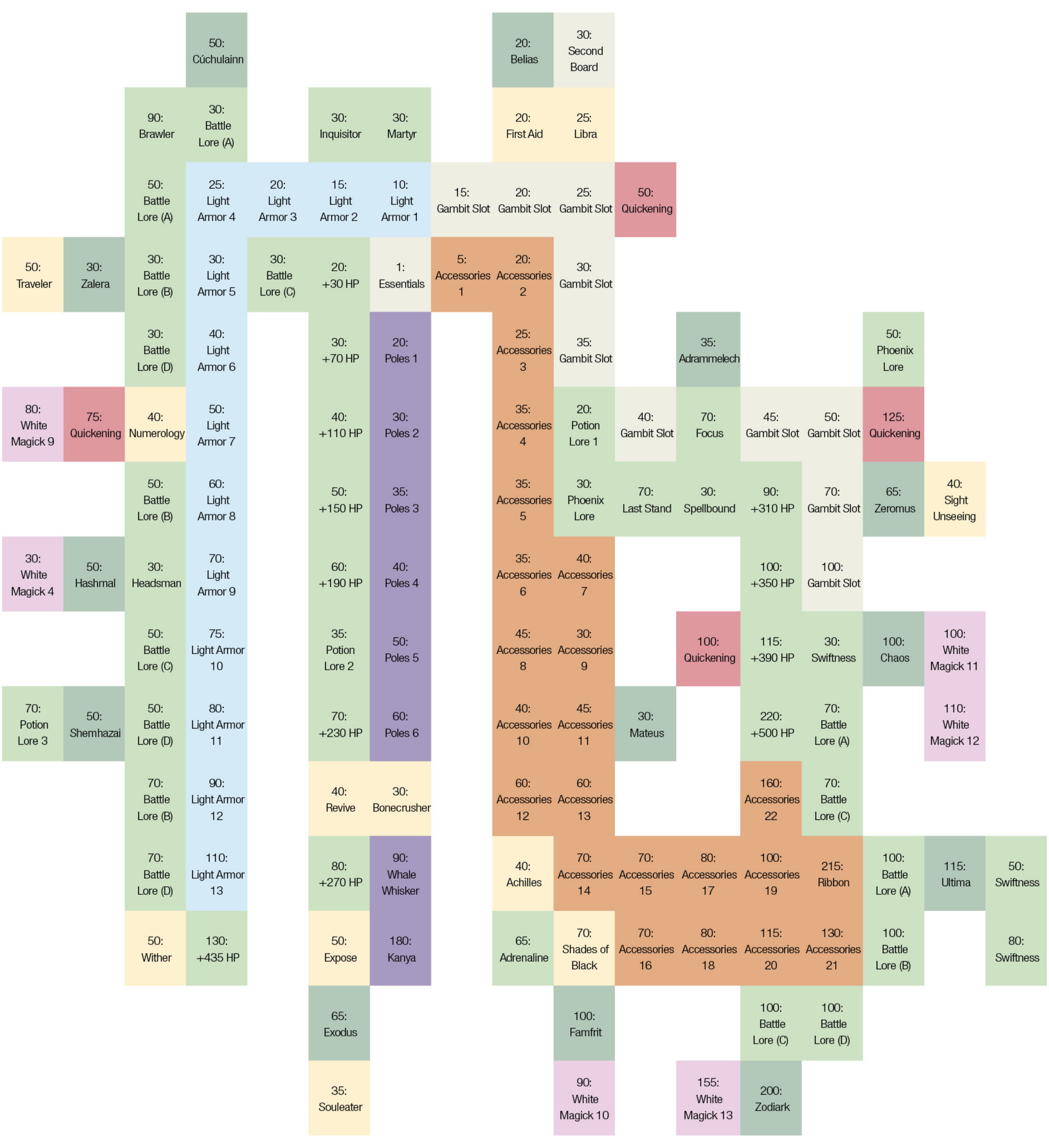
Since they don’t have weapons that use any stats apart from the Hand-bombs that you probably won’t unlock, there’s not a particularly good reason to worry about stats here. Fran has the worst stats in the game overall, so she could fit this role the best. However, spending a great deal of time on this may not be worth the effort.





Zodiac Job System

Monk



50: Cúchulainn
20: Belias
30: Second Board
90: Brawler
30: Battle Lore (A)
30: Inquisitor
30: Martyr
20: First Aid
25: Libra
50: Battle Lore (A)
25: Light Armor 4
20: Light Armor 3
15: Light Armor 2
10: Light Armor 1
15: Gambit Slot
20: Gambit Slot
25: Gambit Slot
50: Quickening
50: Traveler
30: Zalera
30: Battle Lore (B)
30: Light Armor 5
30: Battle Lore (C)
20: +30 HP
1: Essentials
5: Accessories 1
20: Accessories 2
30: Gambit Slot
30: Battle Lore (D)
40: Light Armor 6
30: +70 HP
20: Poles 1
25: Accessories 3
35: Gambit Slot
35: Adrammelech
50: Phoenix Lore
80: White Magick 9
75: Quickening
40: Numerology
50: Light Armor 7
40: +110 HP
30: Poles 2
35: Accessories 4
20: Potion Lore 1
40: Gambit Slot
70: Focus
45: Gambit Slot
50: Gambit Slot
125: Quickening
50: Battle Lore (B)
60: Light Armor 8
50: +150 HP
35: Poles 3
35: Accessories 5
30: Phoenix Lore
70: Last Stand
30: Spellbound
90: +310 HP
70: Gambit Slot
65: Zeromus
40: Sight Unseeing
30: White Magick 4
50: Hashmal
30: Headsman
70: Light Armor 9
60: +190 HP
40: Poles 4
35: Accessories 6
40: Accessories 7
100: +350 HP
100: Gambit Slot
50: Battle Lore (C)
75: Light Armor 10
35: Potion Lore 2
50: Poles 5
45: Accessories 8
30: Accessories 9
100: Quickening
115: +390 HP
30: Swiftness
100: Chaos
100: White Magick 11
70: Potion Lore 3
50: Shemhazai
50: Battle Lore (D)
80: Light Armor 11
70: +230 HP
60: Poles 6
40: Accessories 10
45: Accessories 11
30: Mateus
220: +500 HP
70: Battle Lore (A)
110: White Magick 12
70: Battle Lore (B)
90: Light Armor 12
40: Revive
30: Bonecrusher
60: Accessories 12
60: Accessories 13
160: Accessories 22
70: Battle Lore (C)
70: Battle Lore (D)
110: Light Armor 13
80: +270 HP
90: Whale Whisker
40: Achilles
70: Accessories 14
70: Accessories 15
80: Accessories 17
100: Accessories 19
215: Ribbon
100: Battle Lore (A)
115: Ultima
50: Swiftness
50: Wither
130: +435 HP
50: Expose
180: Kanya
65: Adrenaline
70: Shades of Black
70: Accessories 16
80: Accessories 18
115: Accessories 20
130: Accessories 21
100: Battle Lore (B)
80: Swiftness
65: Exodus
100: Famfrit
100: Battle Lore (C)
100: Battle Lore (D)
35: Souleater
90: White Magick 10
155: White Magick 13
200: Zodiark

Potential Core Nodes

3035 HP	—
Swiftness	—
Battle Lore x16	—
Potion Lore 1	—
Potion Lore 2	—
Phoenix Lore	—
Adrenaline	Doubles Physical damage dealt while in Critical status
Brawler	Increases attack when unarmed. Scales with Strength and Level
Focus	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Poles 1	Oaken Pole
Poles 2	Cypress Pole, Battle Bamboo
Poles 3	Musk Stick, Iron Pole
Poles 4	Six-fluted Pole, Gokuu Pole
Poles 5	Zephyr Pole, Ivory Pole
Poles 6	Sweep, Eight-fluted Pole
Whale Whisker	Whale Whisker
Kanya	Kanya
Light Armor 1	Leather Cap, Leather Clothing
Light Armor 2	Headgear, Chromed Leathers, Headguard, Leather Breastplate
Light Armor 3	Leather Headgear, Bronze Chestplate, Horned Hat, Ringmail
Light Armor 4	Balaclava, Windbreaker, Soldier's Cap, Heavy Coat
Light Armor 5	Green Beret, Survival Vest, Red Cap, Brigandine
Light Armor 6	Headband, Jujitsu Gi, Pirate Hat, Viking Coat
Light Armor 7	Goggle Mask, Metal Jerkin, Adamant Hat, Adamant Vest
Light Armor 8	Officer's Hat, Barrel Coat, Chakra Band, Power Vest
Light Armor 9	Thief's Cap, Ninja Gear, Gigas Hat, Gigas Chestplate
Light Armor 10	Chaperon, Minerva Bustier
Light Armor 11	Crown of Laurels, Rubber Suit
Light Armor 12	Renewing Morion, Mirage Vest
Light Armor 13	Dueling Mask, Brave Suit
Achilles	Causes a foe to gain vulnerability to a random status. Most enemies are immune.
Bonecrusher	Reduces one Foe's HP to 0. Deals between 0% to 99% damage to the user, and KOs the user if it misses.
Expose	Lowers the Defense stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
First Aid	Restores HP to an ally in Critical condition. Not recommended.
Libra	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Numerology	Deals damage to enemies, doubles with each successive hit when used repeatedly. Deals area damage as well.
Revive	Fullly restores HP of one KO'd character, consumes all of user's HP.
Shades of Black	Randomly casts a Black Magick without consuming MP or needing to have the license

missable Nodes

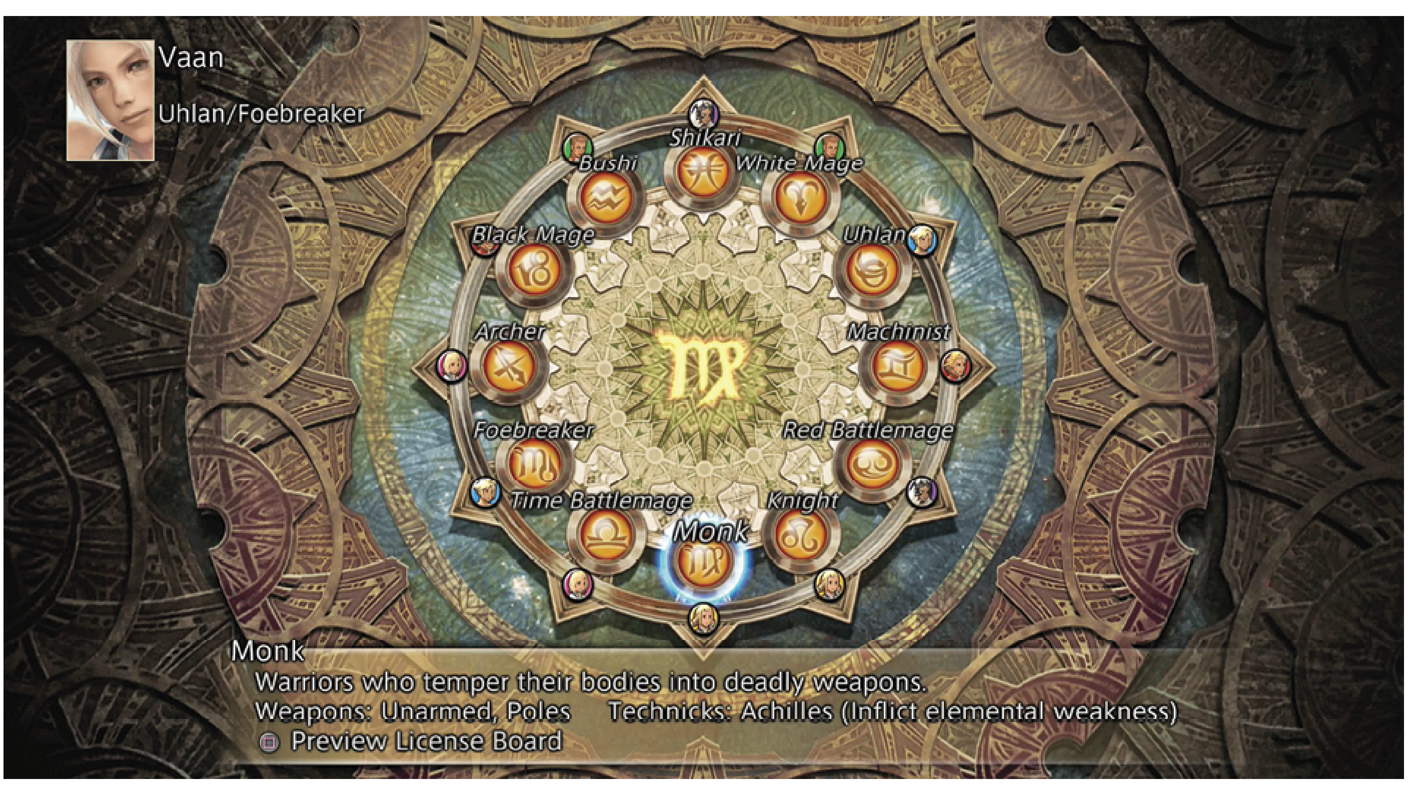
Phoenix Lore (50)	Locked	Quickening	—
White Magick 9	Locked	Quickening	Bravery, Curaja
Swiftness (50)	Locked	Esper	—
Swiftness (80)	Locked	Esper	—
Potion Lore 3	Locked	Esper	—
White Magick 4	Locked	Esper	Cura, Raise
White Magick 10	Locked	Esper	Dispelga, Arise
White Magick 11	Locked	Esper	Holy, Esunaga
White Magick 12	Locked	Esper	Protectga, Shellga
White Magick 13	Locked	Esper	Renew
Sight Unseeing	Locked	Esper	Requires user to be Blind to take effect. Takes a Foe to extremely low HP. Many enemies are immune.
Souleater	Locked	Esper	Deals damage to one Foe, costs 20% of user's Max HP.
Traveler	Locked	Esper	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.
Wither	Locked	Esper	Lowers the Strength stat of one Foe to 50% of current. Recommended.

Sign	Role	Weapon	Armor
Virgo	Melee/Healing	Poles	Light

Wielding Poles and wearing Light Armor, Monks are masters of close-range combat. They are the only Job to feature all sixteen Battle Lores, but only have one Swiftness. Once you are able to unlock some abilities, the Monk opens up in an amazing way and can be transformed into a powerful healer. The Monk Job also brings Wither to the table to go with Expose, and a pair of Swiftness Licenses are available as well (even though these Licenses are blocked by Ultima from the start). The Monk is a full-time Job, and is a pillar of any team.

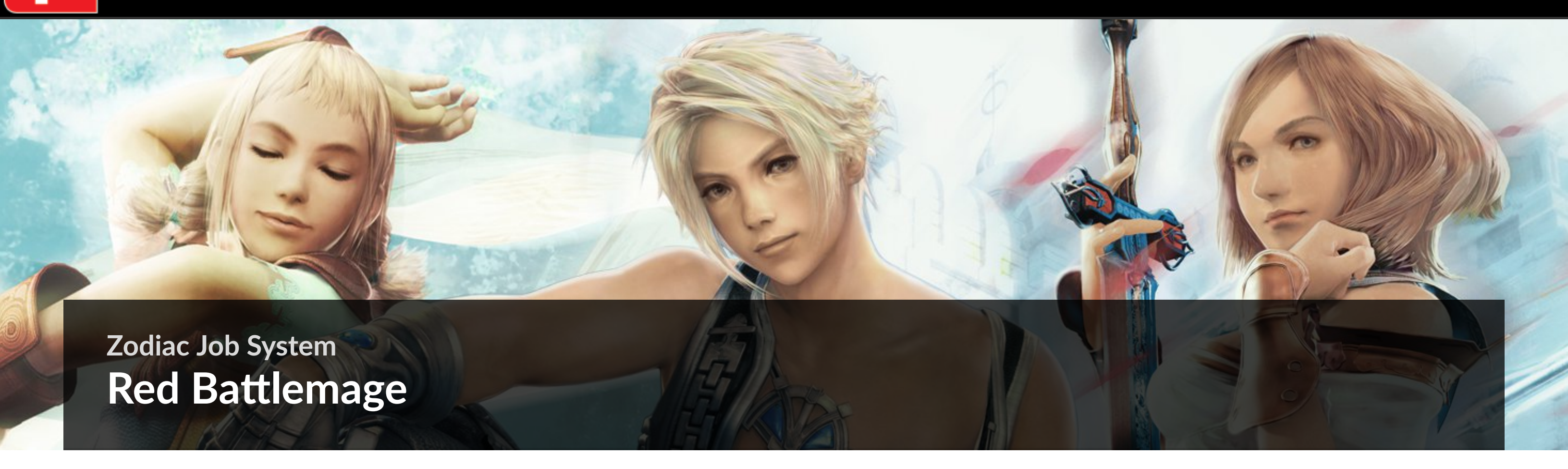
Monk has a lot in common with Knight in that they are powerful, slow Jobs that can use Espers to open up valuable healing powers. It's useful to combine Monk with a Job that either overlaps on Locks, like Machinist, or that doesn't require many Espers, like Foebreaker. A Job with some Magick Lores and Channelings is very useful, as is a Job which doesn't require them to use Espers for Swiftnesses. Bushi and Shikari both fit well in this way, though you may find them having applications elsewhere. Monk is a powerful Job on its own, and it's workable to simply pick up a Job that was left in the lurch elsewhere.

Due to their huge pile of Health Point Augments and their MP-hungry healing, you may actually lean toward more magick-heavy team members for the Monk Job. If you happen to pair them with a Heavy Armor class, Strength becomes basically irrelevant. In this case, you can consider someone like Penelo for this combination. Without the huge buffs from Heavy Armor, someone like Vaan or Ashe has a great mix of stats that fits perfectly with the Monk Job.



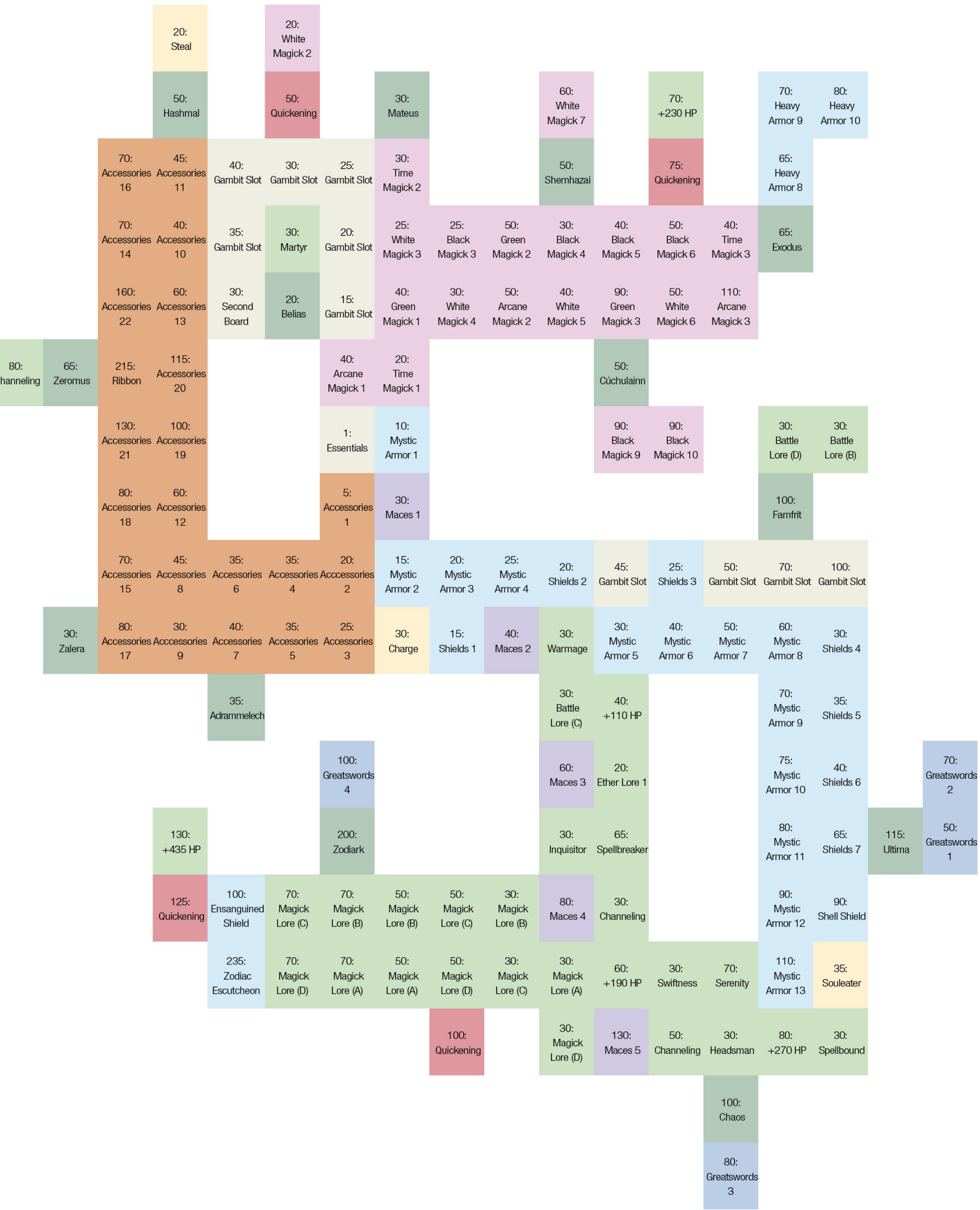
Vaan
Uhlan/Foebreaker
Shikari
Bushi
White Mage
Black Mage
Uhlan
Archer
Machinist
Foebreaker
Red Battlemage
Time Battlemage
Knight
Monk

Monk
Warriors who temper their bodies into deadly weapons.
Weapons: Unarmed, Poles Technicks: Achilles (Inflict elemental weakness)
Preview License Board



Zodiac Job System

Red Battlemage


20: Steal
20: White Magick 2
50: Hashmal
50: Quickening
30: Mateus
60: White Magick 7
70: +230 HP
70: Heavy Armor 9
80: Heavy Armor 10
70: Accessories 16
45: Accessories 11
40: Gambit Slot
30: Gambit Slot
25: Gambit Slot
30: Time Magick 2
50: Shemhazai
75: Quickening
65: Heavy Armor 8
70: Accessories 14
40: Accessories 10
35: Gambit Slot
30: Martyr
20: Gambit Slot
25: White Magick 3
25: Black Magick 3
50: Green Magick 2
30: Black Magick 4
40: Black Magick 5
50: Black Magick 6
40: Time Magick 3
65: Exodus
160: Accessories 22
60: Accessories 13
30: Second Board
20: Belias
15: Gambit Slot
40: Green Magick 1
30: White Magick 4
50: Arcane Magick 2
40: White Magick 5
90: Green Magick 3
50: White Magick 6
110: Arcane Magick 3
80: Channeling
65: Zeromus
215: Ribbon
115: Accessories 20
40: Arcane Magick 1
20: Time Magick 1
50: Cúchulainn
130: Accessories 21
100: Accessories 19
1: Essentials
10: Mystic Armor 1
90: Black Magick 9
90: Black Magick 10
30: Battle Lore (D)
30: Battle Lore (B)
80: Accessories 18
60: Accessories 12
5: Accessories 1
30: Maces 1
100: Famfrit
70: Accessories 15
45: Accessories 8
35: Accessories 6
35: Accessories 4
20: Acccessories 2
15: Mystic Armor 2
20: Mystic Armor 3
25: Mystic Armor 4
20: Shields 2
45: Gambit Slot
25: Shields 3
50: Gambit Slot
70: Gambit Slot
100: Gambit Slot
30: Zalera
80: Accessories 17
30: Acccessories 9
40: Accessories 7
35: Accessories 5
25: Accessories 3
30: Charge
15: Shields 1
40: Maces 2
30: Warmage
30: Mystic Armor 5
40: Mystic Armor 6
50: Mystic Armor 7
60: Mystic Armor 8
30: Shields 4
35: Adrammelech
30: Battle Lore (C)
40: +110 HP
70: Mystic Armor 9
35: Shields 5
100: Greatswords 4
60: Maces 3
20: Ether Lore 1
75: Mystic Armor 10
40: Shields 6
70: Greatswords 2
130: +435 HP
200: Zodiark
30: Inquisitor
65: Spellbreaker
80: Mystic Armor 11
65: Shields 7
115: Ultima
50: Greatswords 1
125: Quickening
100: Ensanguined Shield
70: Magick Lore (C)
70: Magick Lore (B)
50: Magick Lore (B)
50: Magick Lore (C)
30: Magick Lore (B)
80: Maces 4
30: Channeling
90: Mystic Armor 12
90: Shell Shield
235: Zodiac Escutcheon
70: Magick Lore (D)
70: Magick Lore (A)
50: Magick Lore (A)
50: Magick Lore (D)
30: Magick Lore (C)
30: Magick Lore (A)
60: +190 HP
30: Swiftness
70: Serenity
110: Mystic Armor 13
35: Souleater
100: Quickening
30: Magick Lore (D)
130: Maces 5
50: Channeling
30: Headsman
80: +270 HP
30: Spellbound
100: Chaos
80: Greatswords 3

Potential Core Nodes

570 HP	—
Swiftness	—
Channeling x2	—
Battle Lore x1	—
Magick Lore x11	—
Ether Lore 1	—
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Serenity	Increases magick damage dealt by 1.2x and magick healing done by 1.5x when HP is full. Increases chance of landing status effects.
Spellbound	Beneficial statuses last 50% longer
Spellbreaker	Doubles magick damage, increases healing by 1.5x and increases chance of landing status effects when in Critical status
Warmage	Restores MP when dealing magick damage. (See Damage to MP chart)
Maces 1	Mace, Bronze Mace
Maces 2	Bhuj, Miter
Maces 3	Thorned Mace, Chaos Mace
Maces 4	Doom Mace, Zeus Mace
Maces 5	Grand Mace, Bone of Byblos
Mystic Armor 1	Cotton Cap, Cotton Shirt, Magick Curch, Light Woven Shirt
Mystic Armor 2	Pointy Hat, Silken Shirt, Topkapi Hat, Kilimweave Shirt
Mystic Armor 3	Calot Hat, Shepherd's Bolero, Wizard's Hat, Wizard's Robes
Mystic Armor 4	Lambent Hat, Chanter's Djellaba, Feathered Cap, Traveler's Vestment
Mystic Armor 5	Mage's Hat, Mage's Habit, Lamia's Tiara, Enchanter's Habit
Mystic Armor 6	Sorcerer's Hat, Sorcerer's Habit, Black Cowl, Black Garb
Mystic Armor 7	Astrakhan Hat, Carmagnole, Gaia Hat, Maduin Gear
Mystic Armor 8	Hypnocrown, Jade Gown, Gold Hairpin, Gaia Gear
Mystic Armor 9	Celebrant's Miter, Cleric's Robes
Mystic Armor 10	Black Mask, Black Robes
Mystic Armor 11	White Mask, White Robes
Mystic Armor 12	Golden Skullcap, Glimmering Robes
Mystic Armor 13	Circlet, Lordly Robes
Shields 1	Leather Shield, Buckler
Shields 2	Bronze Shield, Round Shield
Shields 3	Golden Shield, Flame Shield, Ice Shield
Shields 4	Diamond Shield, Dragon Shield, Platinum Shield
Shields 5	Crystal Shield, Kaiser Shield
Shields 6	Aegis Shield, Demon Shield
Shields 7	Venetian Shield
Shell Shield	Shell Shield
Ensanguined Shield	Ensanguined Shield
Zodiac Escutcheon	Zodiac Escutcheon
White Magick 3	Protect, Shell
White Magick 4	Cura, Raise
White Magick 5	Dispel, Stona
White Magick 6	Curaga, Regen
Black Magick 3	Aqua, Silence
Black Magick 4	Aero, Sleep
Black Magick 5	Fira, Poison
Black Magick 6	Thundara, Blizzara
Time Magick 1	Slow, Immobilize
Time Magick 2	Reflect, Disable
Time Magick 3	Vanish, Balance
Green Magick 1	Decoy, Oil
Green Magick 2	Drain, Reverse
Green Magick 3	Bubble, Syphon
Arcane Magick 1	Dark, Darkra
Arcane Magick 2	Death, Darkga
Arcane Magick 3	Ardor
Charge	Restores some MP. Success rate scales with how much MP is missing. Reduces MP to 0 on a failure. When successful, also restores some Mist Charge. See also: Syphon
Souleater	Deals damage to one Foe, costs 20% of user's Max HP.

missable Nodes

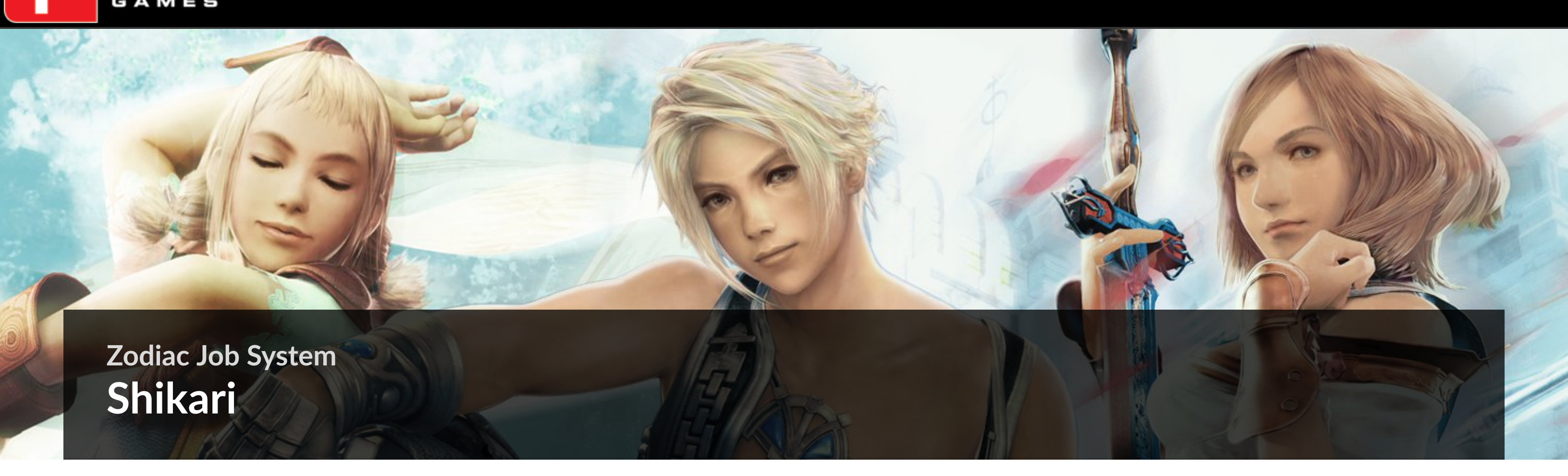
230 HP	Locked	Quickening	—
435 HP	Locked	Quickening	—
White Magick 2	Locked	Quickening	Vox, Poisona
Channeling (80)	Locked	Esper	—
Battle Lore (30B)	Locked	Esper	—
Battle Lore (30D)	Locked	Esper	—
Greatswords 1	Locked	Esper	Claymore
Greatswords 2	Locked	Esper	Defender, Save the Queen
Greatswords 3	Locked	Esper	Ultima Blade
Greatswords 4	Locked	Esper	Ragnarok
Heavy Armor 8	Locked	Esper	Platinum Helm, Platinum Armor
Heavy Armor 9	Locked	Esper	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Locked	Esper	Dragon Helm, Dragon Mail
White Magick 7	Locked	Esper	Cleanse, Esuna
Black Magick 9	Locked	Esper	Aeroga, Silencega
Black Magick 10	Locked	Esper	Firaga, Thundaga
Steal	Locked	Esper	Steal an item from a Foe that has an item. Cannot steal after a successful steal. See also: Thief's Cuffs.

Sign	Role	Weapon	Armor
Cancer	Support	Maces	Mystick, Shields

Red Battlemage is called a Battlemage for a reason. They have enough heft with their Maces and Shields to get in close on enemies while they cast their litany of spells. Like the long lineage of Red Mages in *FINAL FANTASY*, the Red Battlemage takes a few pages out of every spell book and can cast from each school of magick. They only have one Swiftness available, but have two Channelings by default to go with eleven Magick Lores. This is a mage class, and their Locked Magicks simply add to their healing and damaging capabilities. Red Battlemages are busy in combat and are a core pillar of your team.

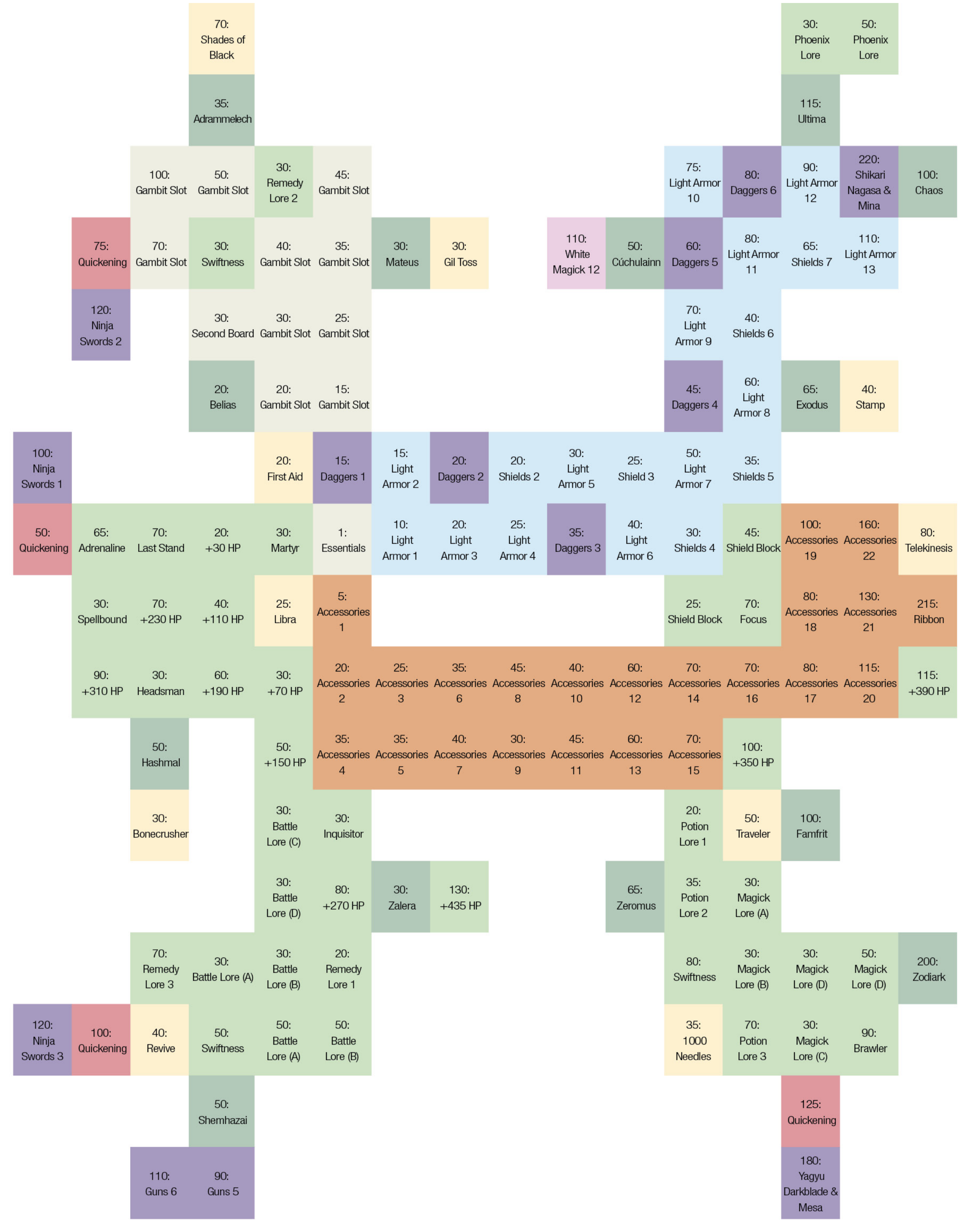
For a Red Battlemage, the Locked Magicks are abilities that must be achieved. These add critical high-level spells like Esuna, Cleanse, and -ga Black Magicks. Shikari gains Protectga and Shellga from these same Locks and offers some more Swiftness and weapon options that can be paired easily with Red Battlemage. Bushi offers full Swiftness as well and channels all that Magick Power into Katanas without demanding any more of Red Battlemage's precious time in combat. Consider also the Archer Job with its full Swiftness and access to some Locked Heavy Armor to potentially pair with the Red Battlemage Job. Any Job that makes Red Battlemage more passively strong or fast, without adding much more to do, is going to create a good combination.

With her access to White Magick 1 and her all-around stats, Fran makes a very good Red Battlemage. The Mystic Armor takes care of her mediocre Magick Power and the rest of her stats barely matter in this Job. Balthier and Penelo also fit this mold, though less exactly. It's a rare combination that allows the less-impressive characters to acquit themselves and still have an important role, leaving the beefier characters to be used in more powerful Job combinations.



Zodiac Job System

Shikari


70: Shades of Black
30: Phoenix Lore
50: Phoenix Lore
35: Adrammelech
115: Ultima
100: Gambit Slot
50: Gambit Slot
30: Remedy Lore 2
45: Gambit Slot
75: Light Armor 10
80: Daggers 6
90: Light Armor 12
220: Shikari Nagasa & Mina
100: Chaos
75: Quickening
70: Gambit Slot
30: Swiftness
40: Gambit Slot
35: Gambit Slot
30: Mateus
30: Gil Toss
110: White Magick 12
50: Cúchulainn
60: Daggers 5
80: Light Armor 11
65: Shields 7
110: Light Armor 13
120: Ninja Swords 2
30: Second Board
30: Gambit Slot
25: Gambit Slot
70: Light Armor 9
40: Shields 6
20: Belias
20: Gambit Slot
15: Gambit Slot
45: Daggers 4
60: Light Armor 8
65: Exodus
40: Stamp
100: Ninja Swords 1
20: First Aid
15: Daggers 1
15: Light Armor 2
20: Daggers 2
20: Shields 2
30: Light Armor 5
25: Shield 3
50: Light Armor 7
35: Shields 5
50: Quickening
65: Adrenaline
70: Last Stand
20: +30 HP
30: Martyr
1: Essentials
10: Light Armor 1
20: Light Armor 3
25: Light Armor 4
35: Daggers 3
40: Light Armor 6
30: Shields 4
45: Shield Block
100: Accessories 19
160: Accessories 22
80: Telekinesis
30: Spellbound
70: +230 HP
40: +110 HP
25: Libra
5: Accessories 1
25: Shield Block
70: Focus
80: Accessories 18
130: Accessories 21
215: Ribbon
90: +310 HP
30: Headsman
60: +190 HP
30: +70 HP
20: Accessories 2
25: Accessories 3
35: Accessories 6
45: Accessories 8
40: Accessories 10
60: Accessories 12
70: Accessories 14
70: Accessories 16
80: Accessories 17
115: Accessories 20
115: +390 HP
50: Hashmal
50: +150 HP
35: Accessories 4
35: Accessories 5
40: Accessories 7
30: Accessories 9
45: Accessories 11
60: Accessories 13
70: Accessories 15
100: +350 HP
30: Bonecrusher
30: Battle Lore (C)
30: Inquisitor
20: Potion Lore 1
50: Traveler
100: Famfrit
30: Battle Lore (D)
80: +270 HP
30: Zalera
130: +435 HP
65: Zeromus
35: Potion Lore 2
30: Magick Lore (A)
70: Remedy Lore 3
30: Battle Lore (A)
30: Battle Lore (B)
20: Remedy Lore 1
80: Swiftness
30: Magick Lore (B)
30: Magick Lore (D)
50: Magick Lore (D)
200: Zodiark
120: Ninja Swords 3
100: Quickening
40: Revive
50: Swiftness
50: Battle Lore (A)
50: Battle Lore (B)
35: 1000 Needles
70: Potion Lore 3
30: Magick Lore (C)
90: Brawler
50: Shemhazai
125: Quickening
110: Guns 6
90: Guns 5
180: Yagyu Darkblade & Mesa

Potential Core Nodes

2100 HP	–
Swiftness x3	–
Battle Lore x6	–
Magick Lore x5	–
Shield Block x2	–
Potion Lore 1	–
Potion Lore 2	–
Potion Lore 3	–
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Remedy Lore 3	Remedies remove Stop, Doom, and Disease.
Adrenaline	Doubles Physical damage dealt while in Critical status
Brawler	Increases attack when unarmed. Scales with Strength and Level
Focus	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Daggers 1	Dagger
Daggers 2	Mage Masher, Assassin’s Dagger
Daggers 3	Chopper, Main Gauche
Daggers 4	Gladius, Avenger
Daggers 5	Orichalcum Dirk, Platinum Dagger
Daggers 6	Zwill Crossblade
Shikari Nagasa & Mina	Shikari Nagasa, Mina
Light Armor 1	Leather Cap, Leather Clothing
Light Armor 2	Headgear, Chromed Leathers, Headguard, Leather Breastplate
Light Armor 3	Leather Headgear, Bronze Chestplate, Horned Hat, Ringmail
Light Armor 4	Balaclava, Windbreaker, Soldier’s Cap, Heavy Coat
Light Armor 5	Green Beret, Survival Vest, Red Cap, Brigandine
Light Armor 6	Headband, Jujitsu Gi, Pirate Hat, Viking Coat
Light Armor 7	Goggle Mask, Metal Jerkin, Adamant Hat, Adamant Vest
Light Armor 8	Officer’s Hat, Barrel Coat, Chakra Band, Power Vest
Light Armor 9	Thief’s Cap, Ninja Gear, Gigas Hat, Gigas Chestplate
Light Armor 10	Chaperon, Minerva Bustier
Light Armor 11	Crown of Laurels, Rubber Suit
Light Armor 12	Renewing Morion, Mirage Vest
Light Armor 13	Dueling Mask, Brave Suit
Shields 2	Bronze Shield, Round Shield
Shields 3	Golden Shield, Flame Shield, Ice Shield
Shields 4	Diamond Shield, Dragon Shield, Platinum Shield
Shields 5	Crystal Shield, Kaiser Shield
Shields 6	Aegis Shield, Demon Shield
Shields 7	Venetian Shield
1000 Needles	Deals 1000 damage to a Foe.
First Aid	Restores HP to an ally in Critical condition. Not recommended.
Libra	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Revive	Fullly restores HP of one KO’d character, consumes all of user’s HP.
Telekinesis	Hits distant and/or flying enemies without needing to equip a ranged weapon.
Traveler	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.

missable Nodes

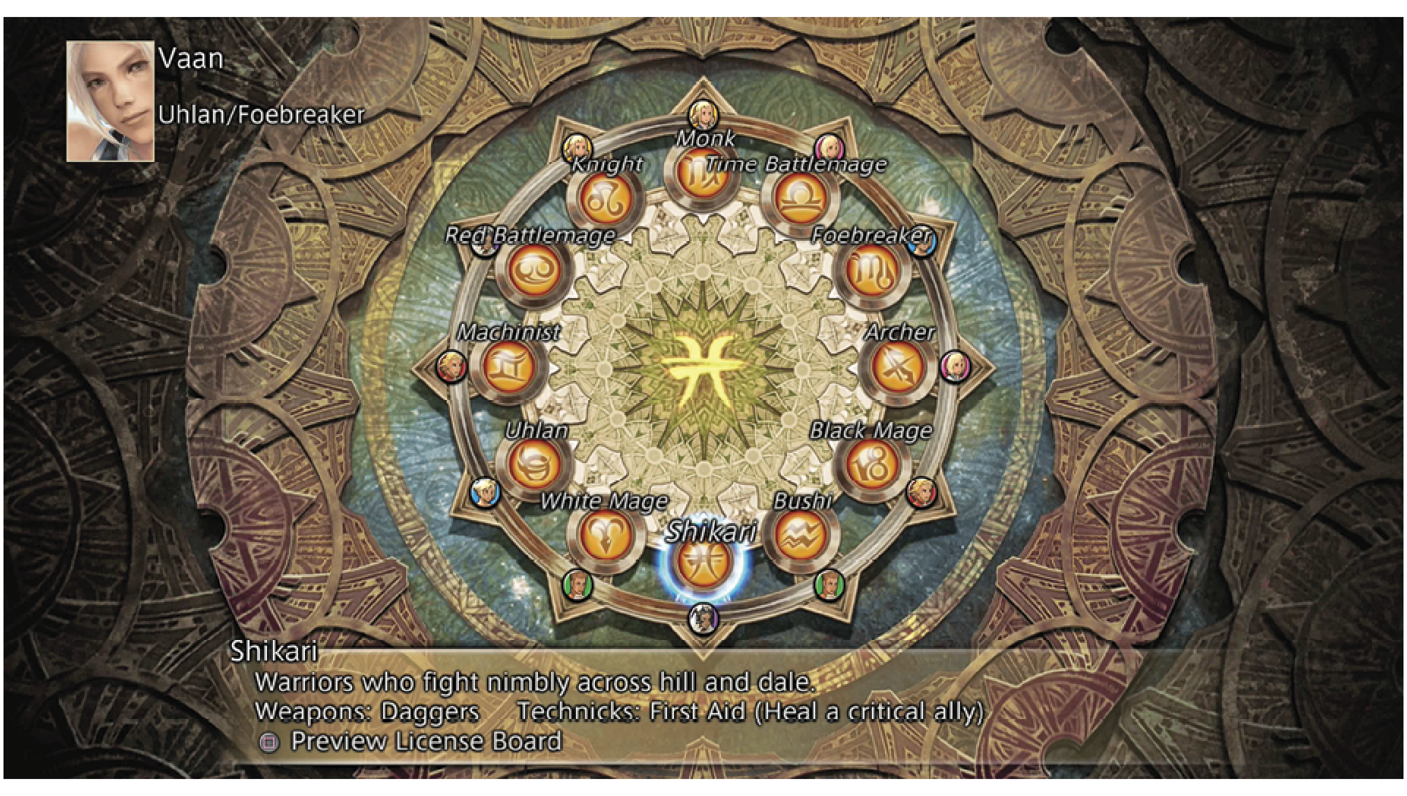
Ninja Swords 1	Locked	Quickening	Ashura, Kagenui, Sakuera-saezuri, Orochi
Ninja Swords 2	Locked	Quickening	Iga Blade
Ninja Swords 3	Locked	Quickening	Koga Blade
Yagyu Darkblade & Mesa	Locked	Quickening	Yagyu Darkblade, Mesa
435 HP	Locked	Esper	–
Phoenix Lore (30)	Locked	Esper	–
Phoenix Lore (50)	Locked	Esper	–
Guns 5	Locked	Esper	Spica, Antares
Guns 6	Locked	Esper	Arcturus, Fomalhaut
White Magick 12	Locked	Esper	Protectga, Shellga
Bonecrusher	Locked	Esper	Reduces one Foe’s HP to 0. Deals between 0% to 99% damage to the user, and KOs the user if it misses.
Gil Toss	Locked	Esper	Expends gil to do damage at a 1 to 1 ratio. This can be very strong and very expensive.
Shades of Black	Locked	Esper	Randomly casts a Black Magick without consuming MP or needing to have the license
Stamp	Locked	Esper	Copies all of the user’s status ailments onto one Foe.

Sign	Role	Weapon	Armor
Pisces	Melee/Tank	Daggers, Ninja Swords	Light, Shields

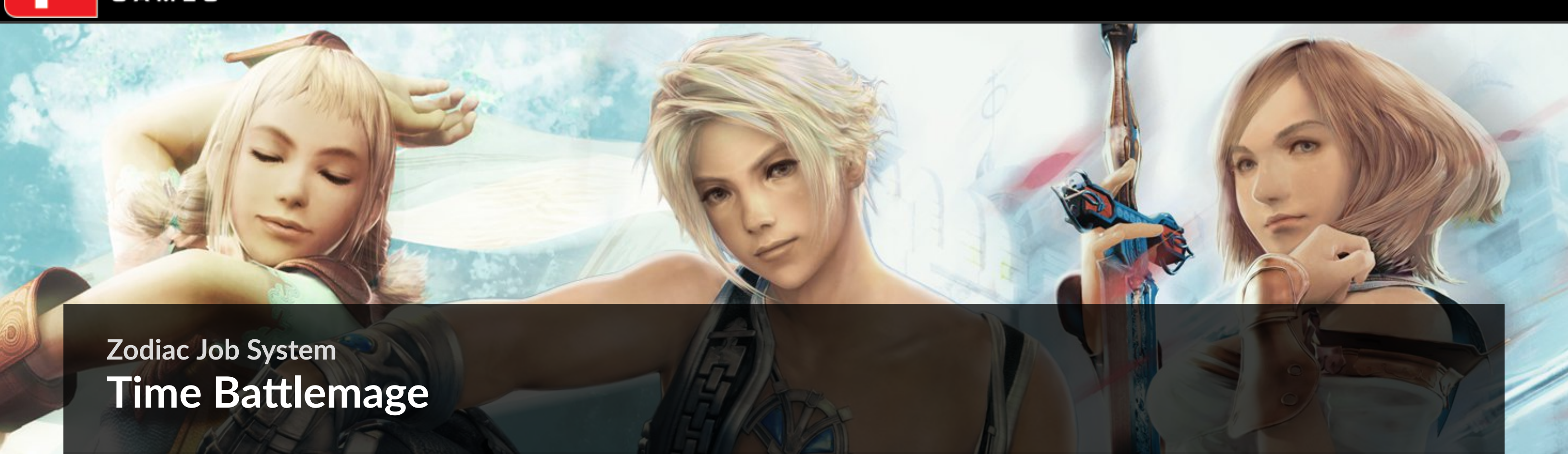
The Shikari is a valuable Job, able to deal some damage and evade hit after hit. Daggers, especially the Main Gauche, combined with their two Shield Blocks make them effective evasion tanks while their three Swiftness Licenses help their damage output. They can also dig into their Quickenings to gain access to Ninja Swords, which are powerful weapons in certain situations. They have a number of technicks and Item Lores available, adding a couple extra tricks to their repertoire.

Make no mistake, the power of the Shikari lies mostly in their Daggers. Any Job with access to high level shields increases their ability to tank effectively, and the synergy with the Red Battlemage Job makes this a great go-to combo. Uhlan also works well with this Job, since it benefits from Swiftness and Shikari can use the Heavy Armor to tank and the Battle Lore for damage. Shikari is a great second Job and has some very valuable weapons, so make sure you fit this Job into your lineup. Because of their low Lock demands, that place shouldn’t be hard to find.

The Shikari Job, on its own, has very little to offer in terms of damage output. This Job doesn’t have the safety nets of Heavy Armor and Battle Lores, so speed must be relied upon. Vaan makes the best Shikari because he excels at both of qualities, and Balthier holds his own as well. When combining with powerful Jobs that requirement lessens significantly, meaning that the Shikari is able to fit nicely for most characters.

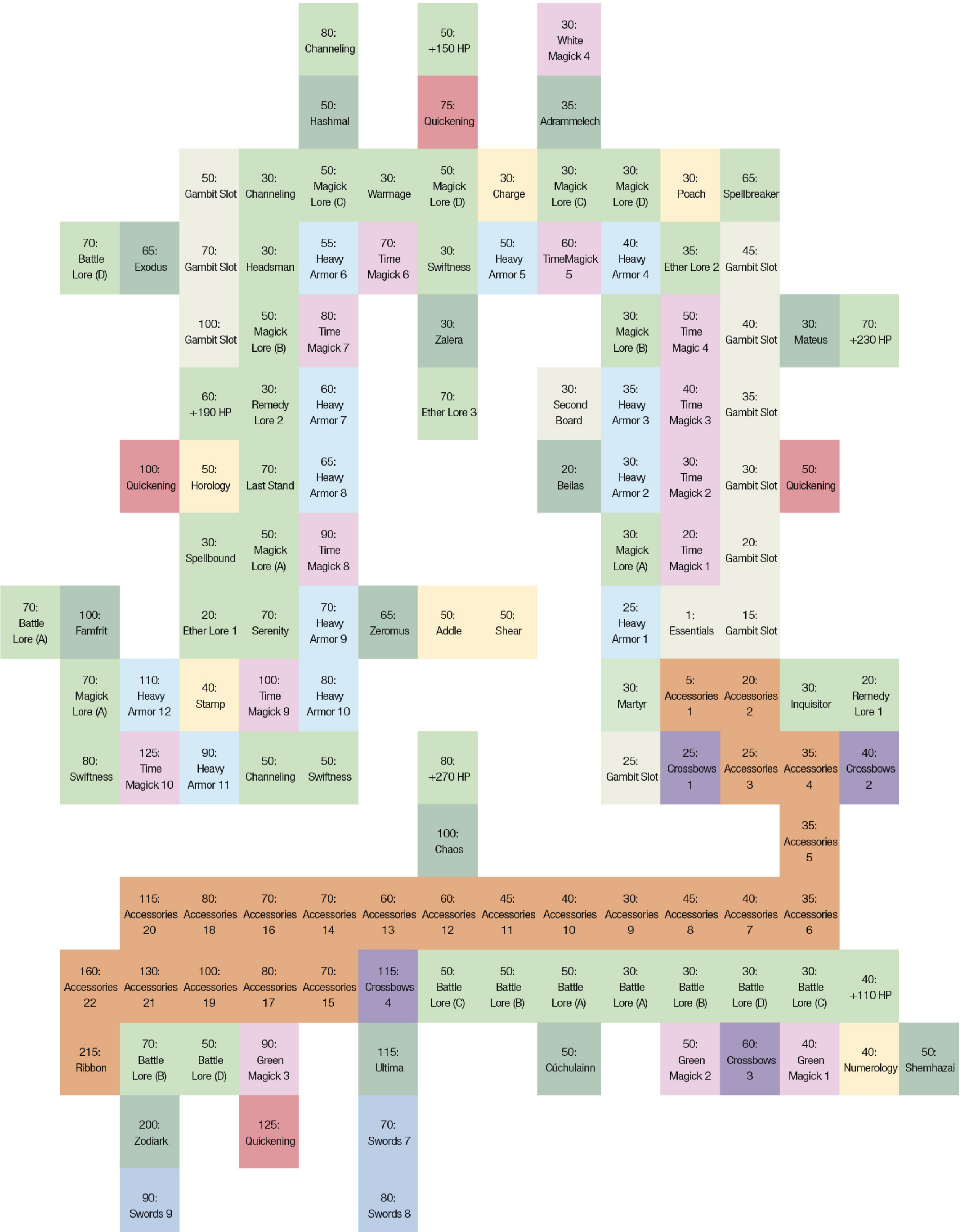

Vaan
Uhlan/Foebreaker
Monk
Knight
Time Battlemage
Red Battlemage
Foebreaker
Machinist
Archer
Uhlan
Black Mage
White Mage
Bushi
Shikari
Preview License Board

Shikari
Warriors who fight nimbly across hill and dale.
Weapons: Daggers Technicks: First Aid (Heal a critical ally)



Zodiac Job System

Time Battlemage


80: Channeling
50: +150 HP
30: White Magick 4
50: Hashmal
75: Quickening
35: Adrammelech
50: Gambit Slot
30: Channeling
50: Magick Lore (C)
30: Warmage
50: Magick Lore (D)
30: Charge
30: Magick Lore (C)
30: Magick Lore (D)
30: Poach
65: Spellbreaker
70: Battle Lore (D)
65: Exodus
70: Gambit Slot
30: Headsman
55: Heavy Armor 6
70: Time Magick 6
30: Swiftness
50: Heavy Armor 5
60: TimeMagick 5
40: Heavy Armor 4
35: Ether Lore 2
45: Gambit Slot
100: Gambit Slot
50: Magick Lore (B)
80: Time Magick 7
30: Zalera
30: Magick Lore (B)
50: Time Magic 4
40: Gambit Slot
30: Mateus
70: +230 HP
60: +190 HP
30: Remedy Lore 2
60: Heavy Armor 7
70: Ether Lore 3
30: Second Board
35: Heavy Armor 3
40: Time Magick 3
35: Gambit Slot
100: Quickening
50: Horology
70: Last Stand
65: Heavy Armor 8
20: Beilas
30: Heavy Armor 2
30: Time Magick 2
30: Gambit Slot
50: Quickening
30: Spellbound
50: Magick Lore (A)
90: Time Magick 8
30: Magick Lore (A)
20: Time Magick 1
20: Gambit Slot
70: Battle Lore (A)
100: Famfrit
20: Ether Lore 1
70: Serenity
70: Heavy Armor 9
65: Zeromus
50: Addle
50: Shear
25: Heavy Armor 1
1: Essentials
15: Gambit Slot
70: Magick Lore (A)
110: Heavy Armor 12
40: Stamp
100: Time Magick 9
80: Heavy Armor 10
30: Martyr
5: Accessories 1
20: Accessories 2
30: Inquisitor
20: Remedy Lore 1
80: Swiftness
125: Time Magick 10
90: Heavy Armor 11
50: Channeling
50: Swiftness
80: +270 HP
25: Gambit Slot
25: Crossbows 1
25: Accessories 3
35: Accessories 4
40: Crossbows 2
100: Chaos
35: Accessories 5
115: Accessories 20
80: Accessories 18
70: Accessories 16
70: Accessories 14
60: Accessories 13
60: Accessories 12
45: Accessories 11
40: Accessories 10
30: Accessories 9
45: Accessories 8
40: Accessories 7
35: Accessories 6
160: Accessories 22
130: Accessories 21
100: Accessories 19
80: Accessories 17
70: Accessories 15
115: Crossbows 4
50: Battle Lore (C)
50: Battle Lore (B)
50: Battle Lore (A)
30: Battle Lore (A)
30: Battle Lore (B)
30: Battle Lore (D)
30: Battle Lore (C)
40: +110 HP
215: Ribbon
70: Battle Lore (B)
50: Battle Lore (D)
90: Green Magick 3
115: Ultima
50: Cúchulainn
50: Green Magick 2
60: Crossbows 3
40: Green Magick 1
40: Numerology
50: Shemhazai
200: Zodiark
125: Quickening
70: Swords 7
90: Swords 9
80: Swords 8

Potential Core Nodes

300 HP	—
Swiftness x3	—
Channeling x2	—
Battle Lore x9	—
Magick Lore x9	—
Ether Lore 1	—
Ether Lore 2	—
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Serenity	Increases magick damage dealt by 1.2x and magick healing done by 1.5x when HP is full. Increases chance of landing status effects.
Spellbound	Beneficial statuses last 50% longer
Spellbreaker	Doubles magick damage, increases healing by 1.5x and increases chance of landing status effects when in Critical status
Warmage	Restores MP when dealing magick damage. (See Damage to MP chart)
Crossbows 1	Bowgun, Crossbow
Crossbows 2	Paramina Crossbow, Recurve Crossbow
Crossbows 3	Hunting Crossbow, Penetrator Crossbow
Crossbows 4	Gastrophetes, Tula
Heavy Armor 1	Leather Helm, Leather Armor, Bronze Helm, Bronze Armor
Heavy Armor 2	Sallet, Scale Armor, Iron Helm, Iron Armor
Heavy Armor 3	Barbut, Linen Cuirass, Winged Helm, Chainmail
Heavy Armor 4	Golden Helm, Golden Armor, Burgonet, Shielded Armor
Heavy Armor 5	Close Helmet, Demon Mail, Bone Helm, Bone Mail
Heavy Armor 6	Diamond Helm, Diamond Armor
Heavy Armor 7	Steel Mask, Mirror Mail
Heavy Armor 8	Platinum Helm, Platinum Armor
Heavy Armor 9	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Dragon Helm, Dragon Mail
Heavy Armor 11	Magepower Shishak, Maximillian
Heavy Armor 12	Grand Helm, Grand Armor
Time Magick 1	Slow, Immobilize
Time Magick 2	Reflect, Disable
Time Magick 3	Vanish, Balance
Time Magick 4	Gravity, Haste
Time Magick 5	Stop, Bleed
Time Magick 6	Break, Countdown
Time Magick 7	Float, Berserk
Time Magick 8	Vanishga, Warp
Time Magick 9	Reflectga, Slowga
Time Magick 10	Graviga, Hastega
Green Magick 1	Decoy, Oil
Green Magick 2	Drain, Reverse
Green Magick 3	Bubble, Syphon
Charge	Restores some MP. Success rate scales with how much MP is missing. Reduces MP to 0 on a failure. When successful, also restores some Mist Charge. See also: Syphon
Horology	Deals damage based on Level and the ones digit of the game clock, 9 being the strongest and 0 the weakest.
Numerology	Deals damage to enemies, doubles with each successive hit when used repeatedly. Deals area damage as well.
Poach	KO's a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
Stamp	Copies all of the user's status ailments onto one Foe.

missable Nodes

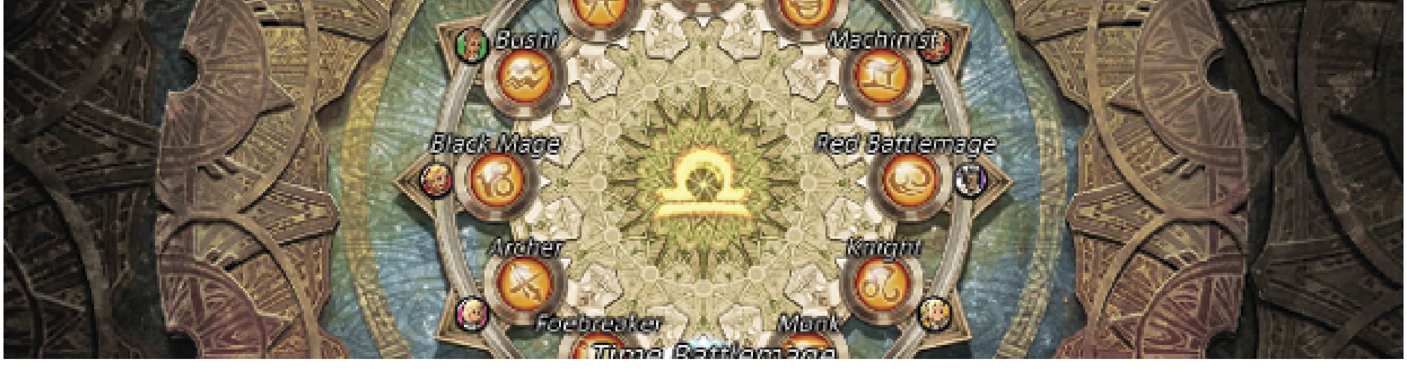
150 HP	Locked	Quickening	—
230 HP	Locked	Esper	—
270 HP	Locked	Esper	—
Channeling (80)	Locked	Esper	—
Battle Lore (70A)	Locked	Esper	—
Battle Lore (70D)	Locked	Esper	—
Ether Lore 3	Locked	Esper	—
Swords 7	Locked	Esper	Diamond Sword, Runeblade
Swords 8	Locked	Esper	Deathbringer, Stoneblade
Swords 9	Locked	Esper	Durandal, SImha
White Magick 4	Locked	Esper	Cura, Raise
Addle	Locked	Esper	Lowers the magick stat of one Foe to 50% of current. Recommended.
Shear	Locked	Esper	Lowers the Magick Resist stat of one Foe to 90% of current. Nothing is immune. Highly recommended.

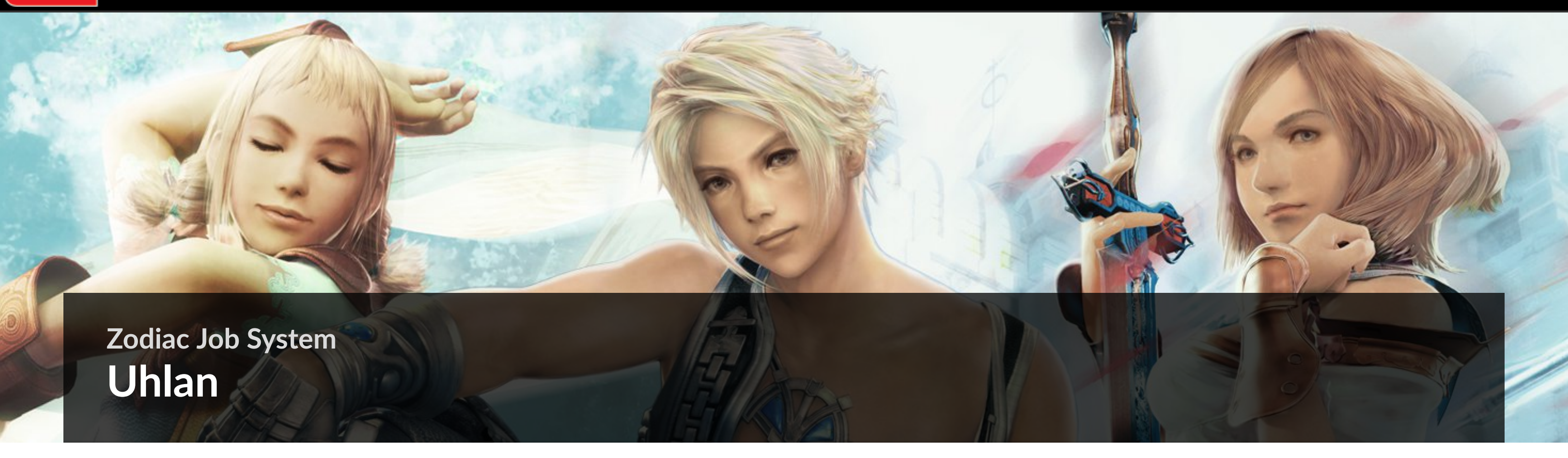
Sign	Role	Weapon	Armor
Libra	Support/Ranged	Crossbows	Heavy

The Time Battlemage controls the powers of time itself, lending aid to allies and debilitating foes. This Job can wear Heavy Armor and shoot Crossbows. Boasting a full complement of Swiftnesses, two Channelings, nine Battle Lores and nine Magick Lores, the Time Battlemage Job is a great base to build on. Time Magick is powerful and varied, and features all-time classics like Haste, Slow, and Disable. Green Magick is more important than it looks, and makes Time Battlemages great allies for tank Jobs. The Time Battlemage Job also receives Cura, Raise, and some Swords from their Locks, but Addle, Shear, and that last Channeling are the most tempting Licenses sealed behind Esper Locks.

Speaking of that last Channeling, unless you pair Time Battlemage with Knight, you probably won't get it. This is a decent fit, but has a few drawbacks like doubling up on Heavy Armor, which is usually better to spread around to other members of the party. Time Battlemage doesn't require much in the way of Espers, so it can pair well with a variety of Jobs. Bushi, for instance, is a nice combination that doesn't end up too overloaded with combat responsibilites and is able to use its weapons very effectively due to the combined Strength and Magic buffs available. Slower Jobs are also a great choice, such as a Monk or Uhlan. Time Battlemage is in an odd middle ground both in stat distribution and business of role, so this Job will likely end up with some loose ends in terms of abilities.

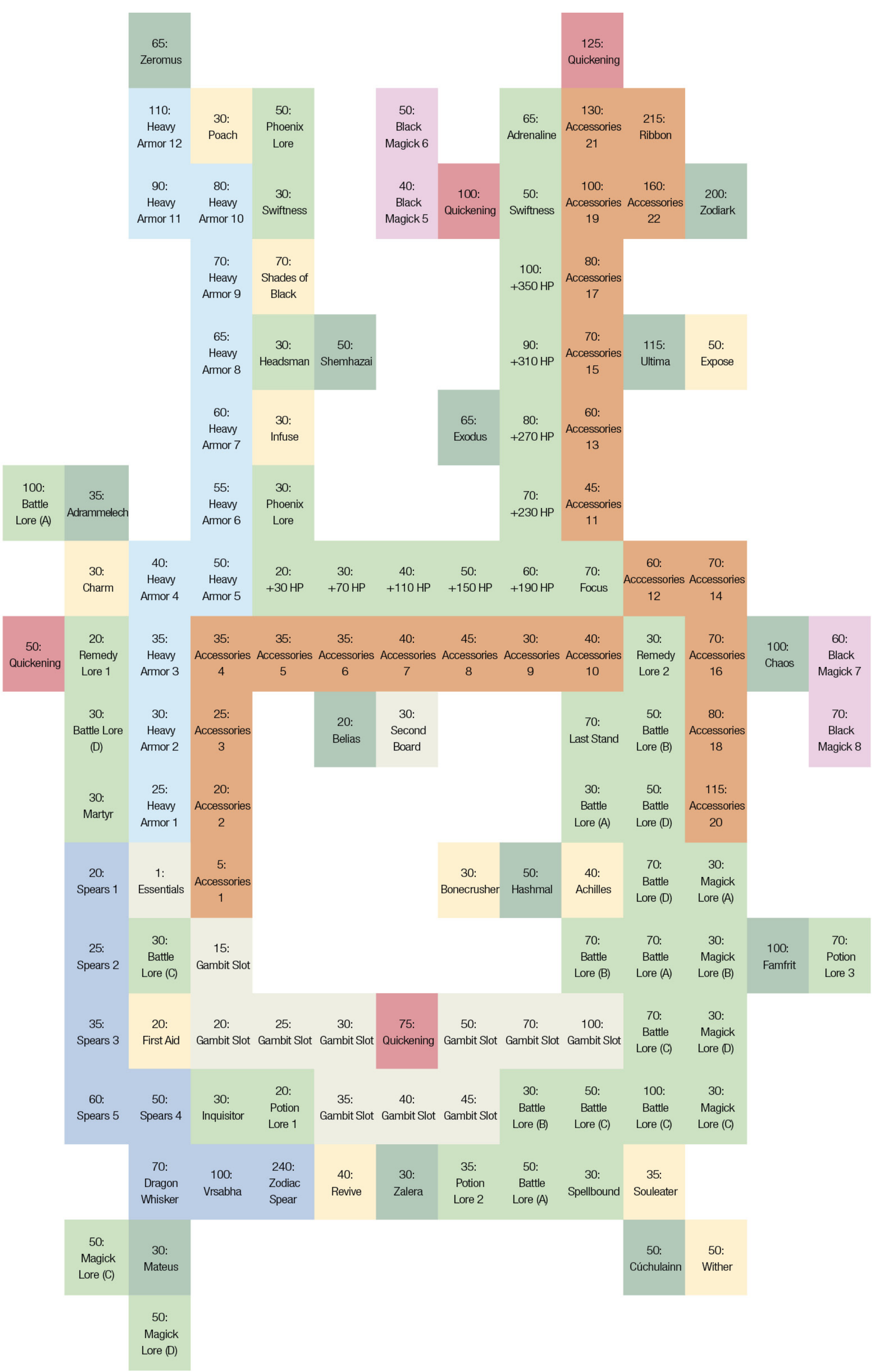
Crossbows actually use Strength to determine damage, making this Job very flexible. With Heavy Armor and several Battle Lores available, max Strength isn't a large concern unless you choose to use a different armor type. In that case, you've probably built up a mage type character, so character choice likely has more to do with the Job that you are pairing with Time Battlemage. Magick can definitely help Time Battlemages, but it's not as important as it is for some other Jobs. The Time Battlemage Job will likely go to a character because they are wrong for another Job, not because they are a great fit for this role.


Vaan
Uhlan/Foebreaker
White Mage
Shikari
Uhlan
Bushi
Machinist
Black Mage
Red Battlemage
Archer
Knight
Foebreaker
Monk



Zodiac Job System

Uhlan



		65: Zeromus							125: Quickening				
		110: Heavy Armor 12	30: Poach	50: Phoenix Lore		50: Black Magick 6		65: Adrenaline	130: Accessories 21	215: Ribbon			
		90: Heavy Armor 11	80: Heavy Armor 10	30: Swiftness		40: Black Magick 5	100: Quickening	50: Swiftness	100: Accessories 19	160: Accessories 22	200: Zodiark		
			70: Heavy Armor 9	70: Shades of Black				100: +350 HP	80: Accessories 17				
			65: Heavy Armor 8	30: Headsman	50: Shemhazai			90: +310 HP	70: Accessories 15	115: Ultima	50: Expose		
			60: Heavy Armor 7	30: Infuse			65: Exodus	80: +270 HP	60: Accessories 13				
100: Battle Lore (A)	35: Adrammelech		55: Heavy Armor 6	30: Phoenix Lore				70: +230 HP	45: Accessories 11				
	30: Charm	40: Heavy Armor 4	50: Heavy Armor 5	20: +30 HP	30: +70 HP	40: +110 HP	50: +150 HP	60: +190 HP	70: Focus	60: Acccessories 12	70: Accessories 14		
50: Quickening	20: Remedy Lore 1	35: Heavy Armor 3	35: Accessories 4	35: Accessories 5	35: Accessories 6	40: Accessories 7	45: Accessories 8	30: Accessories 9	40: Accessories 10	30: Remedy Lore 2	70: Accessories 16	100: Chaos	60: Black Magick 7
	30: Battle Lore (D)	30: Heavy Armor 2	25: Accessories 3		20: Belias	30: Second Board			70: Last Stand	50: Battle Lore (B)	80: Accessories 18		70: Black Magick 8
	30: Martyr	25: Heavy Armor 1	20: Accessories 2						30: Battle Lore (A)	50: Battle Lore (D)	115: Accessories 20		
	20: Spears 1	1: Essentials	5: Accessories 1				30: Bonecrusher	50: Hashmal	40: Achilles	70: Battle Lore (D)	30: Magick Lore (A)		
	25: Spears 2	30: Battle Lore (C)	15: Gambit Slot						70: Battle Lore (B)	70: Battle Lore (A)	30: Magick Lore (B)	100: Famfrit	70: Potion Lore 3
	35: Spears 3	20: First Aid	20: Gambit Slot	25: Gambit Slot	30: Gambit Slot	75: Quickening	50: Gambit Slot	70: Gambit Slot	100: Gambit Slot	70: Battle Lore (C)	30: Magick Lore (D)		
	60: Spears 5	50: Spears 4	30: Inquisitor	20: Potion Lore 1	35: Gambit Slot	40: Gambit Slot	45: Gambit Slot	30: Battle Lore (B)	50: Battle Lore (C)	100: Battle Lore (C)	30: Magick Lore (C)		
		70: Dragon Whisker	100: Vrsabha	240: Zodiac Spear	40: Revive	30: Zalera	35: Potion Lore 2	50: Battle Lore (A)	30: Spellbound	35: Souleater			
	50: Magick Lore (C)	30: Mateus								50: Cúchulainn	50: Wither		
		50: Magick Lore (D)											

Potential Core Nodes

1360 HP	—
Swiftness x2	—
Battle Lore x13	—
Magick Lore x4	—
Potion Lore 1	—
Potion Lore 2	—
Phoenix Lore x2	—
Remedy Lore 1	Remedies remove Sleep, Sap, Immobilize, and Disable.
Remedy Lore 2	Remedies remove Petrify, Confuse, and Oil.
Adrenaline	Doubles Physical damage dealt while in Critical status
Focus	Increases Physical damage dealt by 1.5x when HP is full
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Last Stand	Halves Physical damage recieved when in Critical status
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Spellbound	Beneficial statuses last 50% longer
Spears 1	Javelin, Spear
Spears 2	Partisan, Heavy Lance
Spears 3	Storm Spear, Obelisk
Spears 4	Holy Lance, Gungnir
Spears 5	Halberd, Trident
Dragon Whisker	Dragon Whisker
Vrsabha	Vrsabha
Zodiac Spear	Zodiac Spear
Heavy Armor 1	Leather Helm, Leather Armor, Bronze Helm, Bronze Armor
Heavy Armor 2	Sallet, Scale Armor, Iron Helm, Iron Armor
Heavy Armor 3	Barbut, Linen Cuirass, Winged Helm, Chainmail
Heavy Armor 4	Golden Helm, Golden Armor, Burgonet, Shielded Armor
Heavy Armor 5	Close Helmet, Demon Mail, Bone Helm, Bone Mail
Heavy Armor 6	Diamond Helm, Diamond Armor
Heavy Armor 7	Steel Mask, Mirror Mail
Heavy Armor 8	Platinum Helm, Platinum Armor
Heavy Armor 9	Giant's Helmet, Carabineer Mail
Heavy Armor 10	Dragon Helm, Dragon Mail
Heavy Armor 11	Magepower Shishak, Maximillian
Heavy Armor 12	Grand Helm, Grand Armor
Achilles	Causes a foe to gain vulnerability to a random status. Most enemies are immune.
Charm	Inflicts Confuse on one Foe. Immunity to Confuse applies.
First Aid	Restores HP to an ally in Critical condition. Not recommended.
Infuse	Expends all remaining MP to set HP to 10x spent MP.
Poach	KO's a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
Revive	Fullly restores HP of one KO'd character, consumes all of user's HP.
Shades of Black	Randomly casts a Black Magick without consuming MP or needing to have the license
Souleater	Deals damage to one Foe, costs 20% of user's Max HP.

missable Nodes

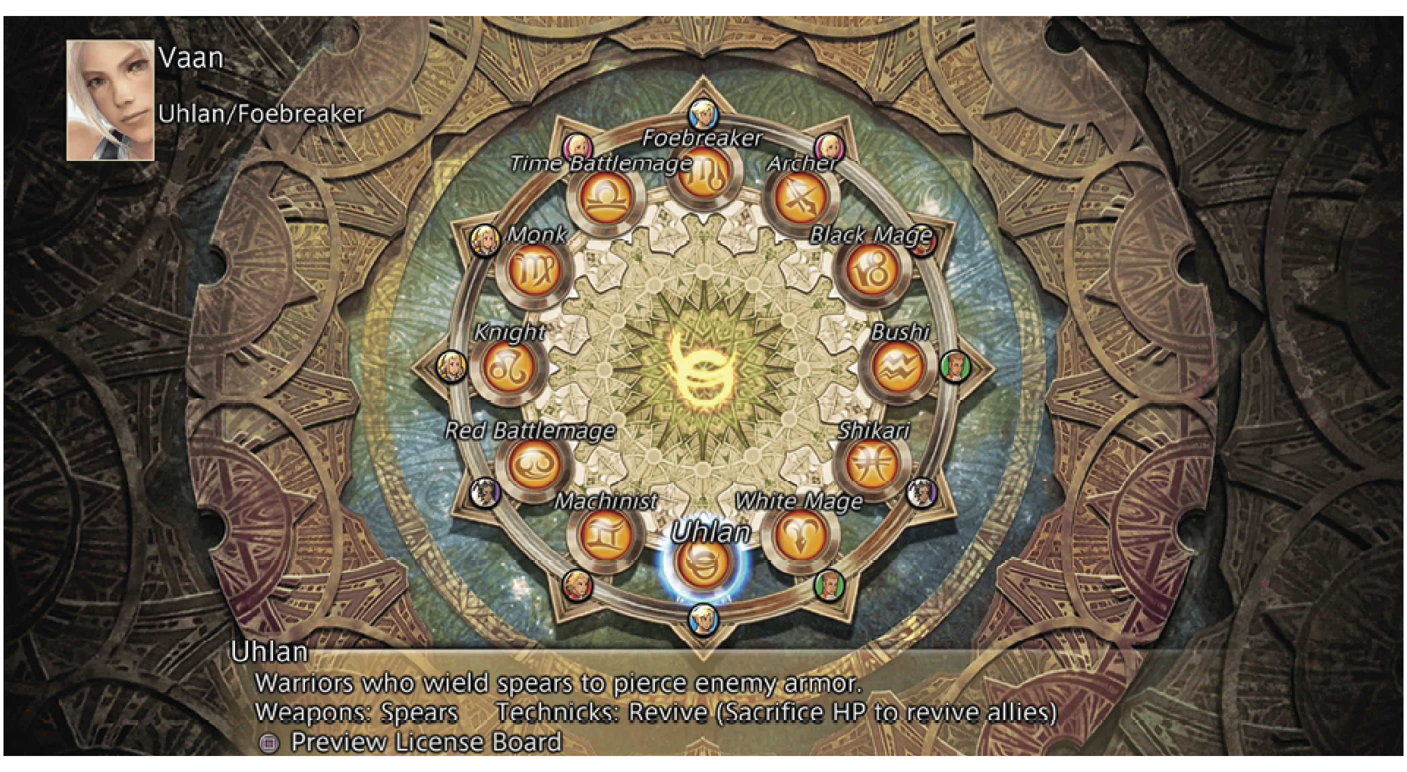
Black Magick 5	Locked	Quickening	Fira, Poison
Black Magick 6	Locked	Quickening	Thundara, Blizzara
Battle Lore (100A)	Locked	Esper	—
Magick Lore (50C)	Locked	Esper	—
Magick Lore (50D)	Locked	Esper	—
Potion Lore 3	Locked	Esper	—
Black Magick 7	Locked	Esper	Bio, Blindga
Black Magick 8	Locked	Esper	Aeroga, Silencega
Bonecrusher	Locked	Esper	Reduces one Foe's HP to 0. Deals between 0% to 99% damage to the user, and KOs the user if it misses.
Expose	Locked	Esper	Lowers the Defense stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
Wither	Locked	Esper	Lowers the Strength stat of one Foe to 50% of current. Recommended.

Sign	Role	Weapon	Armor
Taurus	Melee Damage	Spears	Heavy

The Uhlan Job has but one purpose—to hurt things. Armed with mighty Spears and clad in Heavy Armor, Uhlans use two Swiftnesses and a huge amount of Battle Lore to dispatch enemies before them. They can gain access to damaging Black Magick via both Quickenings and Esper Locks, as well as the mighty Expose and Wither technicks.

Apart from unlocking the last Swiftness, the Uhlan Job doesn't require very much. The Esper essentials are quite negotiable and this Job doesn't require too much fiddling. This job pairs well with nearly any other, especially busier Jobs that might benefit from Heavy Armor or Battle Lores. The Monk makes for a self-sufficient monster designed to hit as hard as possible but also keep the team healed. The only thing you might be wary of is underloading the character with this Job. A Job like Foebreaker, Shikari, Bushi which tends to have few responsibilities can compound with Uhlan, meaning that another character is probably pulling double duty. You definitely need an Uhlan somewhere in your party, but the combination is very negotiable.

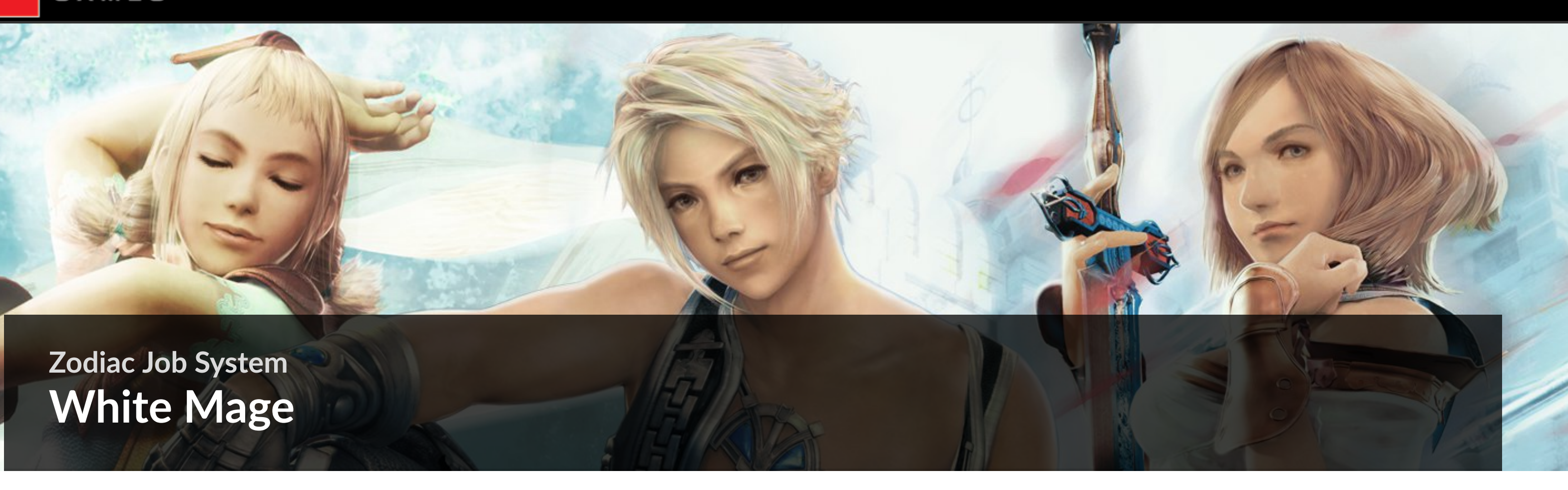
The Uhlan has all the tools needed to do great damage regardless of Strength stat, which oddly leads toward the weaker Penelo. She has decent Magick Power and her Strength is immaterial. Honestly, anyone can make a powerful Uhlan, which is great for some characters who don't make a powerful anything else.



Uhlan

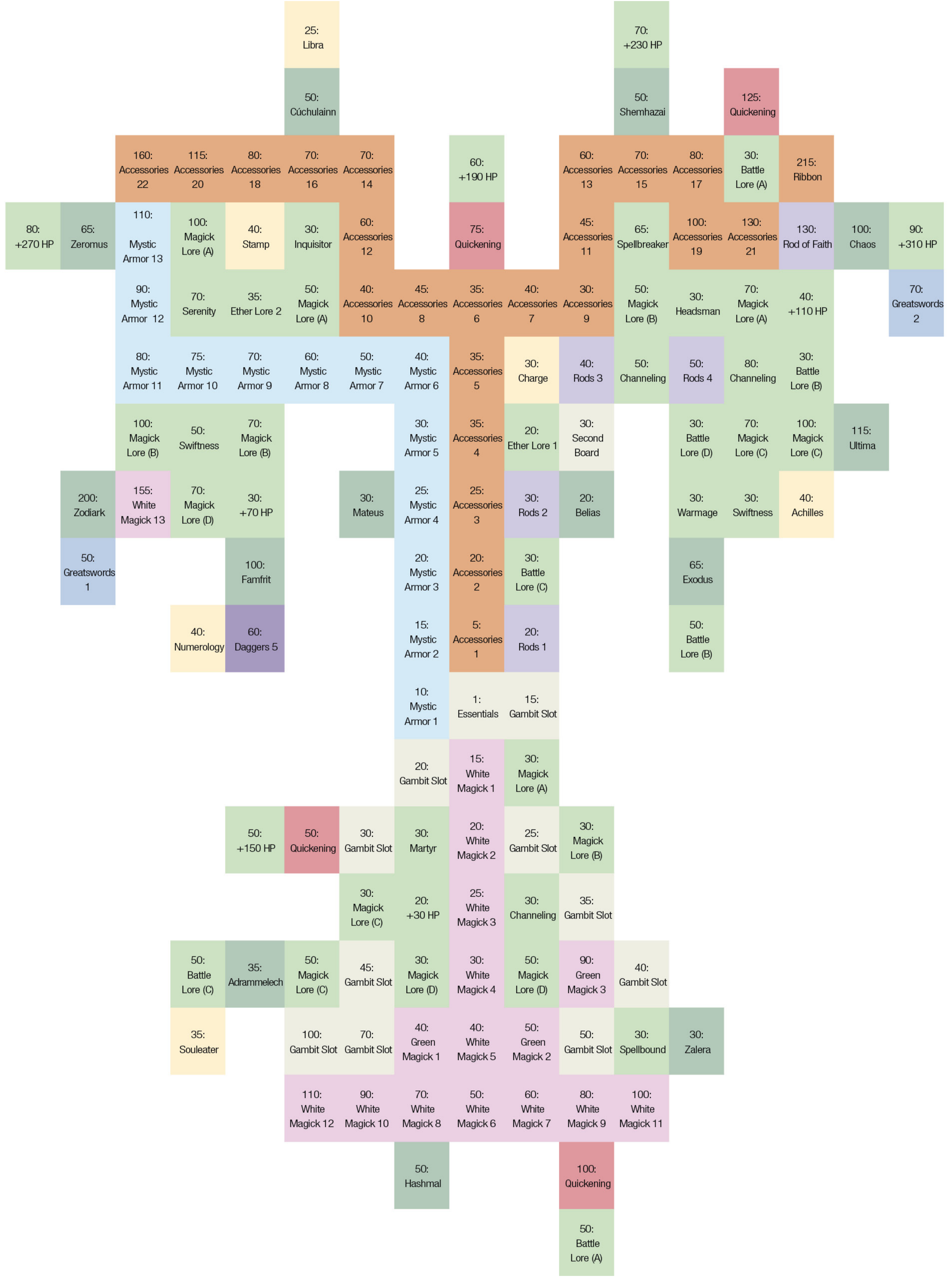
Warriors who wield spears to pierce enemy armor.

Weapons: Spears Technicks: Revive (Sacrifice HP to revive allies)



Zodiac Job System

White Mage



					25: Libra						70: +230 HP					
					50: Cúchulainn						50: Shemhazai		125: Quickening			
		160: Accessories 22	115: Accessories 20	80: Accessories 18	70: Accessories 16	70: Accessories 14		60: +190 HP		60: Accessories 13	70: Accessories 15	80: Accessories 17	30: Battle Lore (A)	215: Ribbon		
80: +270 HP	65: Zeromus	110: Mystic Armor 13	100: Magick Lore (A)	40: Stamp	30: Inquisitor	60: Accessories 12		75: Quickening		45: Accessories 11	65: Spellbreaker	100: Accessories 19	130: Accessories 21	130: Rod of Faith	100: Chaos	90: +310 HP
		90: Mystic Armor 12	70: Serenity	35: Ether Lore 2	50: Magick Lore (A)	40: Accessories 10	45: Accessories 8	35: Accessories 6	40: Accessories 7	30: Accessories 9	50: Magick Lore (B)	30: Headsman	70: Magick Lore (A)	40: +110 HP		70: Greatswords 2
		80: Mystic Armor 11	75: Mystic Armor 10	70: Mystic Armor 9	60: Mystic Armor 8	50: Mystic Armor 7	40: Mystic Armor 6	35: Accessories 5	30: Charge	40: Rods 3	50: Channeling	50: Rods 4	80: Channeling	30: Battle Lore (B)		
		100: Magick Lore (B)	50: Swiftness	70: Magick Lore (B)			30: Mystic Armor 5	35: Accessories 4	20: Ether Lore 1	30: Second Board		30: Battle Lore (D)	70: Magick Lore (C)	100: Magick Lore (C)	115: Ultima	
	200: Zodiark	155: White Magick 13	70: Magick Lore (D)	30: +70 HP		30: Mateus	25: Mystic Armor 4	25: Accessories 3	30: Rods 2	20: Belias		30: Warmage	30: Swiftness	40: Achilles		
	50: Greatswords 1			100: Famfrit			20: Mystic Armor 3	20: Accessories 2	30: Battle Lore (C)			65: Exodus				
			40: Numerology	60: Daggers 5			15: Mystic Armor 2	5: Accessories 1	20: Rods 1			50: Battle Lore (B)				
							10: Mystic Armor 1	1: Essentials	15: Gambit Slot							
							20: Gambit Slot	15: White Magick 1	30: Magick Lore (A)							
				50: +150 HP	50: Quickening	30: Gambit Slot	30: Martyr	20: White Magick 2	25: Gambit Slot	30: Magick Lore (B)						
						30: Magick Lore (C)	20: +30 HP	25: White Magick 3	30: Channeling	35: Gambit Slot						
			50: Battle Lore (C)	35: Adrammelech	50: Magick Lore (C)	45: Gambit Slot	30: Magick Lore (D)	30: White Magick 4	50: Magick Lore (D)	90: Green Magick 3	40: Gambit Slot					
			35: Souleater		100: Gambit Slot	70: Gambit Slot	40: Green Magick 1	40: White Magick 5	50: Green Magick 2	50: Gambit Slot	30: Spellbound	30: Zalera				
					110: White Magick 12	90: White Magick 10	70: White Magick 8	50: White Magick 6	60: White Magick 7	80: White Magick 9	100: White Magick 11					
							50: Hashmal			100: Quickening						
										50: Battle Lore (A)						

Potential Core Nodes

210 HP	—
Swiftness x2	—
Channeling x3	—
Battle Lore x4	—
Magick Lore x15	—
Ether Lore 1	—
Ether Lore 2	—
Headsman	Recover MP when dealing fatal damage to a Foe in the amount of Foe level divided by 4.
Inquisitor	Restores MP when dealing Physical damage. (See Damage to MP chart)
Martyr	Restores MP upon being damaged. (See Damage to MP chart)
Serenity	Increases magick damage dealt by 1.2x and magick healing done by 1.5x when HP is full. Increases chance of landing status effects.
Spellbound	Beneficial statuses last 50% longer
Spellbreaker	Doubles magick damage, increases healing by 1.5x and increases chance of landing status effects when in Critical status
Warmage	Restores MP when dealing magick damage. (See Damage to MP chart)
Rods 1	Rod, Serpent Rod
Rods 2	Healing Rod, Gaia Rod
Rods 3	Power Rod, Empyrean Rod
Rods 4	Holy Rod
Rod of Faith	Rod of Faith
Mystic Armor 1	Cotton Cap, Cotton Shirt, Magick Curch, Light Woven Shirt
Mystic Armor 2	Pointy Hat, Silken Shirt, Topkapi Hat, Kilimweave Shirt
Mystic Armor 3	Calot Hat, Shepherd's Bolero, Wizard's Hat, Wizard's Robes
Mystic Armor 4	Lambent Hat, Chanter's Djellaba, Feathered Cap, Traveler's Vestment
Mystic Armor 5	Mage's Hat, Mage's Habit, Lamia's Tiara, Enchanter's Habit
Mystic Armor 6	Sorcerer's Hat, Sorcerer's Habit, Black Cowl, Black Garb
Mystic Armor 7	Astrakhan Hat, Carmagnole, Gaia Hat, Maduin Gear
Mystic Armor 8	Hypnocrown, Jade Gown, Gold Hairpin, Gaia Gear
Mystic Armor 9	Celebrant's Miter, Cleric's Robes
Mystic Armor 10	Black Mask, Black Robes
Mystic Armor 11	White Mask, White Robes
Mystic Armor 12	Golden Skullcap, Glimmering Robes
Mystic Armor 13	Circlet, Lordly Robes
White Magick 1	Cure, Blindna
White Magick 2	Vox, Poisona
White Magick 3	Protect, Shell
White Magick 4	Cura, Raise
White Magick 5	Dispel, Stona
White Magick 6	Curaga, Regen
White Magick 7	Cleanse, Esuna
White Magick 8	Confuse, Faith
White Magick 9	Bravery, Curaja
White Magick 10	Dispelga, Arise
White Magick 11	Holy, Esunaga
White Magick 12	Protectga, Shellga
White Magick 13	Renew
Green Magick 1	Decoy, Oil
Green Magick 2	Drain, Reverse
Green Magick 3	Bubble, Syphon
Achilles	Causes a foe to gain vulnerability to a random status. Most enemies are immune.
Charge	Restores some MP. Success rate scales with how much MP is missing. Reduces MP to 0 on a failure. When successful, also restores some Mist Charge. See also: Syphon
Stamp	Copies all of the user's status ailments onto one Foe.

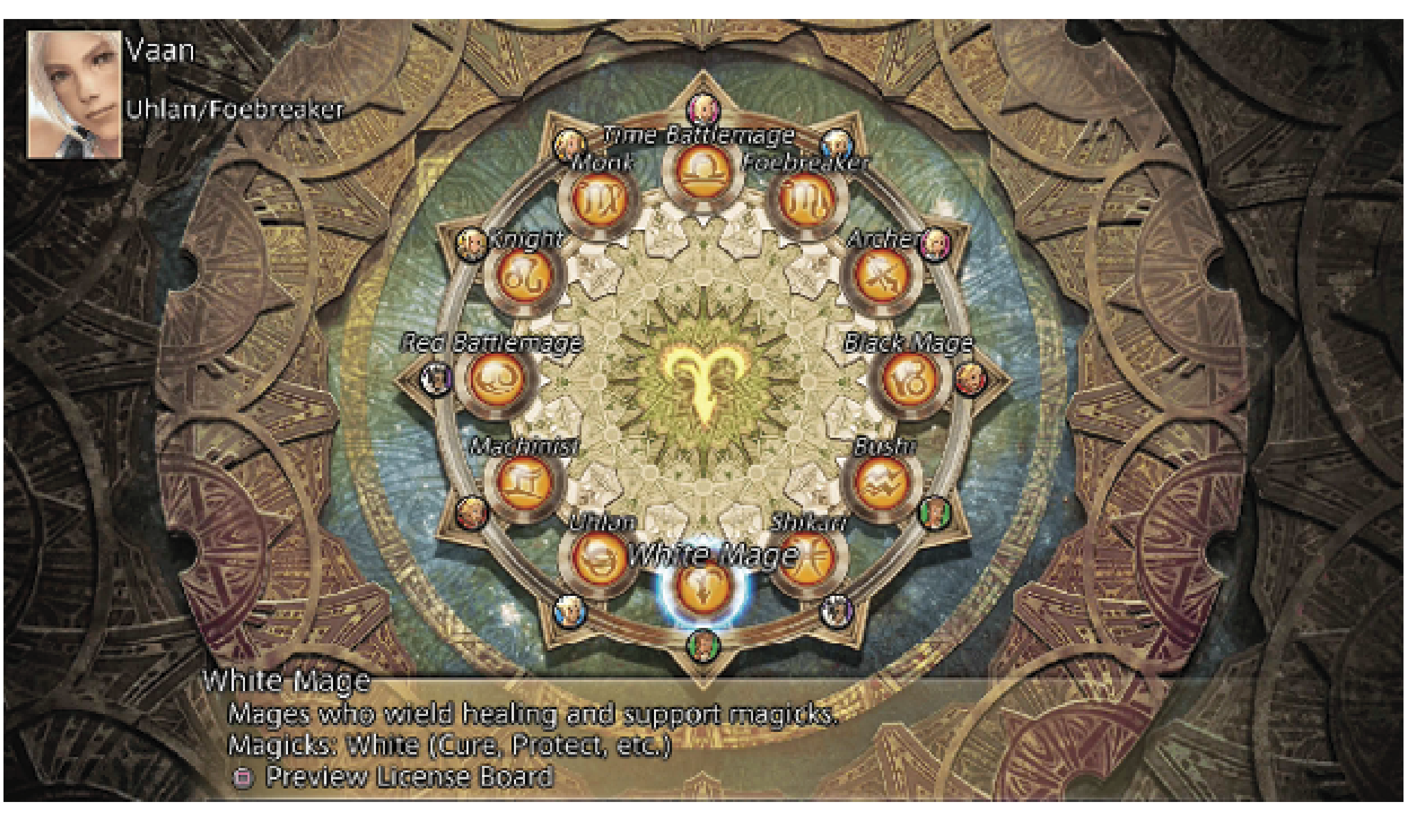
missable Nodes

150 HP	Locked	Quickening	—
190 HP	Locked	Quickening	—
Battle Lore (50A)	Locked	Quickening	—
230 HP	Locked	Esper	—
270 HP	Locked	Esper	—
310 HP	Locked	Esper	—
Battle Lore (50B)	Locked	Esper	—
Battle Lore (50C)	Locked	Esper	—
Daggers 5	Locked	Esper	Orichalcum Dirk, Platinum Dagger
Greatswords 1	Locked	Esper	Claymore
Greatswords 2	Locked	Esper	Defender, Save the Queen
Libra	Locked	Esper	Puts Libra status on the user. Shows Fo's HP, statuses, and level as well as reveals traps. Generally very useful.
Numerology	Locked	Esper	Deals damage to enemies, doubles with each successive hit when used repeatedly. Deals area damage as well.
Souleater	Locked	Esper	Deals damage to one Foe, costs 20% of user's Max HP.

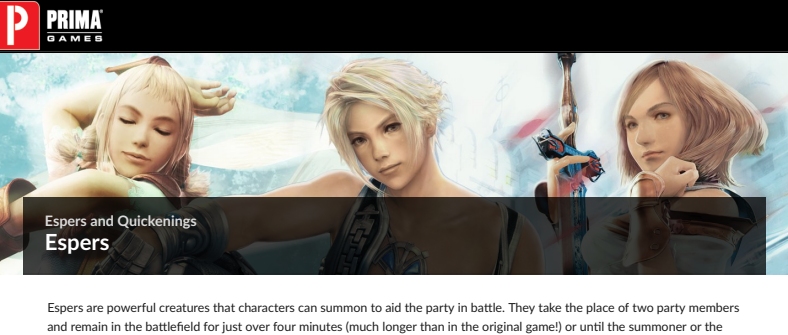
Sign	Role	Weapon	Armor
Aries	Healing	Rods	Mystic

Whatever the White Mage is combined with should require very little action. The character with the White Mage Job will already be busy with healing and supporting the team with spells like Curaga and Regen, and will have little time to take on a whole other school of magick. Something like Shikari, Bushi, or Uhlan actually makes a lot of sense to pair with. This gives the White Mage the means to do some damage and get back some MP without cutting into other priorities. Archer can also be a very solid choice, since it keeps the White Mage out of harm's way and gives them that last Swiftness they're missing. As long as you keep it simple, White Mage is a very easy Job to assign.

Strongly consider making Balthier your White Mage. His suite of stats fits this Job very well. He's strong enough to do some melee damage, his Magick Power doesn't matter because of the Mystic Armor and Magick Lores, and he's poorly suited to most other Jobs. Anybody can make a good White Mage, but the more powerful stat profiles are probably best used elsewhere. Balthier hits just hard enough when needed and can keep the team healed.



White Mage
Mages who wield healing and support magicks.
Magicks: White (Cure, Protect, etc.)
Preview License Board



Espers

Espers are powerful creatures that characters can summon to aid the party in battle. They take the place of two party members and remain in the battlefield for just over four minutes (much longer than in the original game!) or until the summoner or the Esper is defeated. Each Esper has a different set of skills that makes it more useful in some situations than others.

Unlocking the Espers

All of the Espers are locked at the beginning of the game, and they won't become available until the party tracks them down and defeats them. Some of the Espers appear during the normal flow of the game's storyline, but others are more difficult to track down and require a bit of extra adventuring.

Defeated Espers appear on the license boards as a panel. A character must then purchase the Esper with LP. These are one-time only panels (purchasing a panel on one board for one character removes it from all other boards for everyone), so only *one character* can unlock each Esper. There's no limit to the number of Espers one character can command, but it's best to spread them out amongst the party members.

Deal fire damage to all foes in range
COMBAT
Belias readies Painflare.
Technicks
Painflare
Hellfire
Attack
Ashe
1412
Painflare
Belias
3084
4290

Summoning an Esper

It takes between one to three Mist Charges to summon an Esper. The Esper's cost is a good measure of the creature's power. A single-Mist-Charge beast like Belias doesn't compare to a three-Mist-Charge behemoth like Ultima.

A character can summon an Esper at any time as long as the necessary Mist Charges are available. Also note that Silence has no effect on your ability to summon Espers.

To initiate a summon, select the Mist option from the battle menu and then choose Summon to make a list of available Espers appear. You can summon those names that appear in white, while those names that appear in gray are temporarily unavailable due to cost or a status effect.

legend

Refer to the following legend for a breakdown of the icons used on the following pages:

Fire	Thunder	Ice	Earth
Water	Wind	Light	Dark

Expiration

Espers remain on the battlefield until one of the following occurs:

*Four minutes pass.

*The summoner is defeated.

*The Esper is defeated.

*"Dismiss" is selected.

*A Teleport Crystal is used.

*The party boards the Strahl.

*The party rides a chocobo.

Restrictions & Notes

Espers respond pretty much like any other guest character. Each Esper has its own gambits that it follows, which are listed in the following sections. As with guest characters, issuing commands to them or making them party leader is also now possible.

With the new ability to control Espers yourself, the best way to use these eldritch beasts is to just dive into it. The summoner should just worry about keeping the Esper alive while you use the expanded ability set to tear your enemies apart. Even if you can't keep them alive very well, you can't go wrong by telling them to use their ultimate abilities right away, something that's both very versatile and used to be much harder to manage.

The summoner's level determines an Esper's level and stats. The effect only determines the Esper's level, not its HP and MP, and these values vary from one Esper to another.

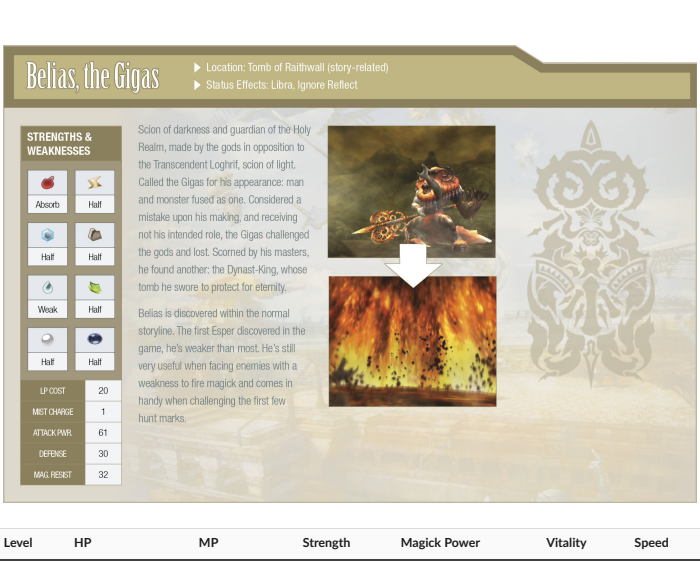
While an Esper is active, it can be issued commands or even made the leader of the party if desired. The summoner treats the Esper like another party member, so he or she may automatically begin casting things like Haste, Bubble, and Protect if your gambits are set up to do so.

Espers are so powerful that they're immune to many things. For example, most negative status effects won't harm an Esper. There are even some that come equipped with positive effects like Faith and Bravery that cannot be dispelled.

Beware of statuses on an Esper when it is summoned. Some Espers appear in battle with Reflect already cast upon it, which makes it difficult to heal. An Opal Ring really helps out in this situation, since it enables the summoner to cast through the Reflect spell.

Generally, the summoner should focus on healing while an Esper is active. Boost the Esper's power with Haste and Bubble if needed, but keep a Cure ready at all times. You have a few minutes of fun with each Esper, but in most tough situations, they're likely to get KO'ed well before their timer expires. Don't be shy with their ultimate technicks. It's much better to lose an Esper on your terms and do a huge amount of damage.

Belias, the Gigas



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	1215–1216	184–188	36	47	26	26
10	1417–1452	238–275	41	52	28	28
20	1785–1884	318–418	47	58	31	30
30	2257–2442	400–562	53	64	34	33
40	2704–2970	500–742	59	70	36	35
50	3418–3817	586–894	65	76	39	37
60	4048–4564	666–999	71	82	42	40
70	4405–4984	726–999	77	88	45	42
80	4818–5470	786–999	82	93	47	44
90	5380–6136	826–999	88	99	50	74
99	6015–6889	844–999	94	99	53	49

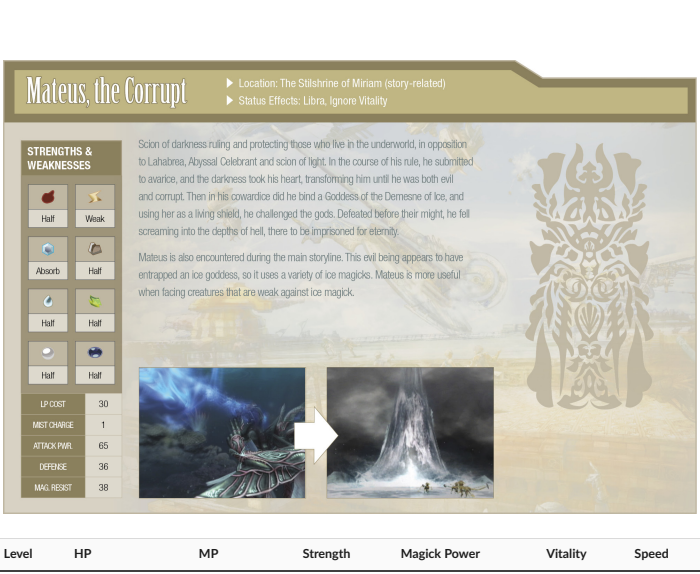
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Hellfire
2	Foe: Fire-vulnerable	Painflare
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Cura

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	3	N/A	Physical	None	61
Cura	10	Diameter 10	Magick	None	46
Fira	10	Diameter 8	Magick	Fire	67
Painflare	12	N/A	Magick	Fire	65
Hellfire	12	Diameter 8	Magick	Fire	100

Mateus, the Corrupt


Mateus, the Corrupt
Location: The Stillshrine of Miriam (story-related)
Status Effects: Libra, Ignore Vitality
STRENGTHS & WEAKNESSES

Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	1500–1501	186–190	36	47	26	26
10	1702–1737	240–380	41	52	28	28
20	2070–2169	320–420	47	58	31	30
30	2542–2727	402–654	53	64	34	33
40	2989–3255	502–744	59	70	36	35
50	3703–4102	588–896	65	76	39	37
60	4333–4849	668–999	71	82	42	40
70	4690–5269	728–999	77	88	45	42
80	5103–5755	788–999	82	93	47	44
90	5665–6421	828–999	88	99	50	47
99	6300–7174	846–999	94	99	53	49

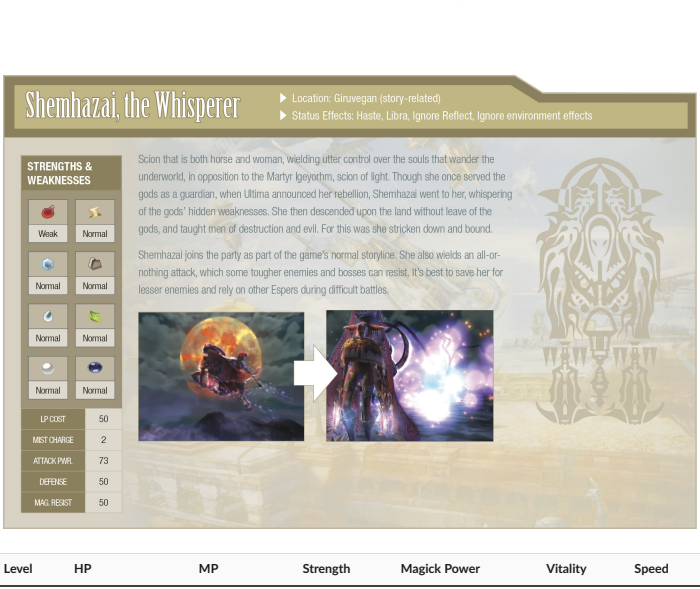
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Frostwave
2	Foe: Ice-vulnerable	Flash-Freeze
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Cura

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	3	N/A	Physical	None	65
Cura	10	Diameter 10	Magick	None	46
Blizzara	10	Diameter 8	Magick	Ice	70
Flash-Freeze	12	N/A	Magick	Ice	75
Frostwave	12	Diameter 8	Magick	Ice	100

Shemhazai, the Whisperer



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	3645–3646	234–238	36	47	26	26
10	3847–3882	288–328	41	52	28	28
20	4215–4314	368–468	47	58	31	30
30	4687–4872	450–612	53	64	34	33
40	5134–5400	550–792	59	70	36	35
50	5848–6247	636–944	65	76	39	37
60	6478–6994	716–999	71	82	42	40
70	6835–7414	776–999	77	88	45	42
80	7248–7900	836–999	82	93	47	44
90	7810–8566	876–999	88	99	50	47
99	8445–9319	894–999	94	99	53	49

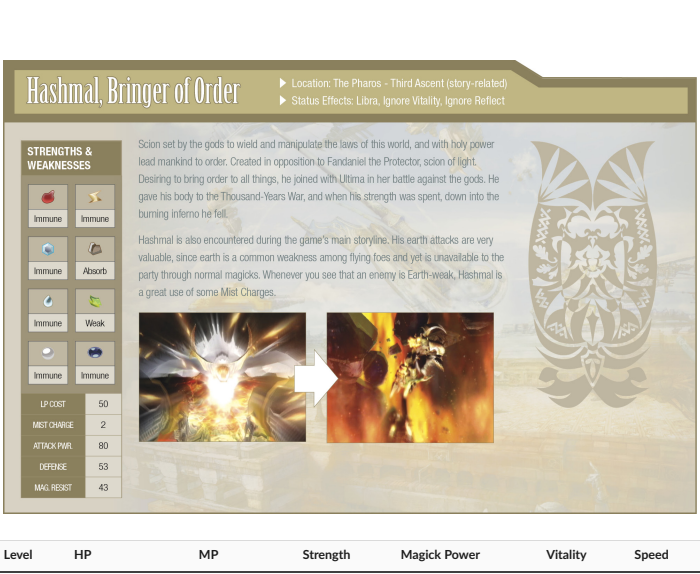
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Soul Purge
2	Foe: nearest visible	Devour Soul
3	Ally: HP <100%	Curaja

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	10	N/A	Physical	None	73
Curaja	10	Diameter 10	Magick	None	120
Shock	10	N/A	Magick	None	133
Devour Soul	10	N/A	Magick	None	N/A
Soul Purge	12	Diameter 8	Magick	None	N/A

Hashmal, Bringer of Order



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	3315–3316	226–230	36	47	26	26
10	3517–3552	280–320	41	52	28	28
20	3885–3984	360–460	47	58	31	30
30	4357–4542	442–604	53	64	34	33
40	4804–5070	542–784	59	70	36	35
50	5518–5917	628–936	65	76	39	37
60	6148–6664	708–999	71	82	42	40
70	6505–7084	768–999	77	88	45	42
80	6918–7570	828–999	82	93	47	44
90	7480–8236	868–999	88	99	50	47
99	8115–8989	886–999	94	99	53	49

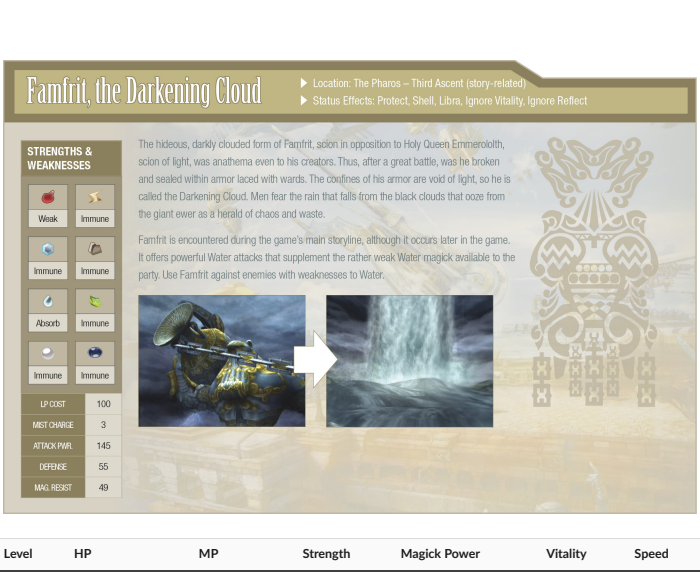
Gambit

Number	Description	Name
1	Summoning time remaining < 10 seconds	Gaia's Wrath
2	Foe: Earth-vulnerable	Roxxor
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Curaja

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	3	N/A	Physical	None	80
Curaja	10	Diameter 10	Magick	None	120
Graviga	10	Diameter 8	Magick	None	N/A
Roxxor	12	N/A	Magick	Earth	90
Gaia's Wrath	12	Diameter 8	Magick	Earth	150

Famfrit, the Darkening Cloud



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	5790–5791	266–270	36	47	26	26
10	5992–6027	320–360	41	52	28	28
20	6360–6459	400–500	47	58	31	30
30	6832–7017	482–644	53	64	34	33
40	7279–7545	582–824	59	70	36	35
50	7993–8392	668–976	65	76	39	37
60	8623–9139	748–999	71	82	42	40
70	8980–9559	808–999	77	88	45	42
80	9393–9999	868–999	83	94	47	44
90	9955–9999	908–999	89	99	50	47
99	9999	926–999	94	99	53	49

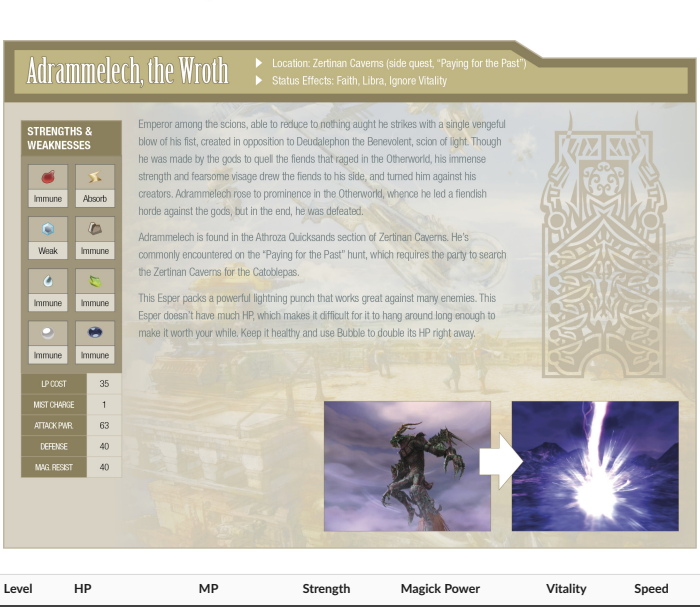
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Tsunami
2	Foe: Water-vulnerable	Briny Cannonade
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Renew

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	145
Renew	10	Diameter 10	Magick	None	N/A
Briny Cannonade	12	N/A	Magick	Water	140
Tsunami	12	Diameter 8	Magick	Water	200

Adrammelech, the Wroth



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	1665–1666	188–192	36	47	26	26
10	1867–1902	242–282	41	52	28	28
20	2235–2334	322–422	47	58	31	30
30	2707–2892	404–566	53	64	34	33
40	3154–3420	504–746	59	70	36	35
50	3868–4267	591–989	65	76	39	37
60	4498–5014	670–999	71	82	42	40
70	4855–5434	730–999	77	88	45	42
80	5268–5920	790–999	82	93	47	44
90	5830–6586	830–999	88	99	50	47
99	6465–7339	848–999	94	99	53	49

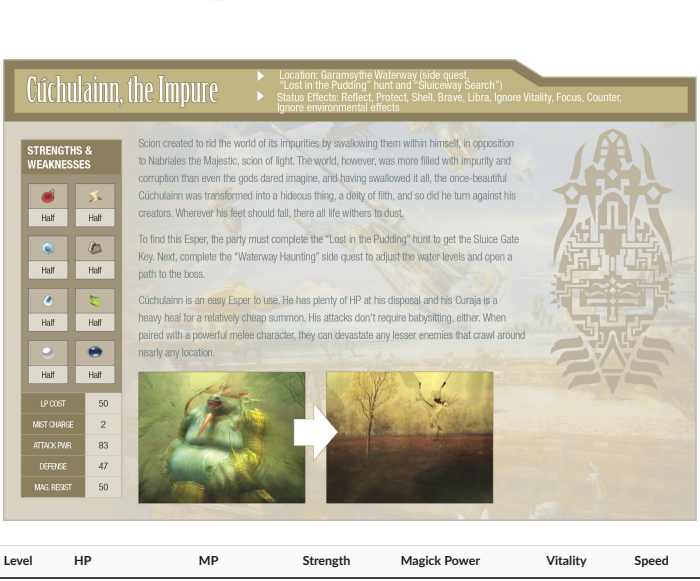
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Judgment Bolt
2	Foe: Lightning-vulnerable	Flash Arc
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Curaga

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	3	N/A	Physical	None	46
Cura	10	Diameter 10	Magick	None	85
Thundara	10	Diameter 8	Magick	Thunder	68
Flash Arc	12	N/A	Magick	Thunder	85
Judgment Bolt	12	Diameter 8	Magick	Thunder	110

Cúchulainn, the Impure



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	3480–3481	230–234	36	47	26	26
10	3682–3717	284–324	41	52	28	28
20	4050–4149	364–464	47	58	31	30
30	4522–4707	446–608	53	64	34	33
40	4969–5235	546–788	59	70	36	35
50	5683–6082	632–940	65	76	39	37
60	6313–6829	712–999	71	82	42	40
70	6670–7249	442–999	77	88	45	42
80	7083–7735	832–999	82	93	47	44
90	7645–8401	872–999	88	99	50	47
99	8280–9154	890–999	94	99	53	49

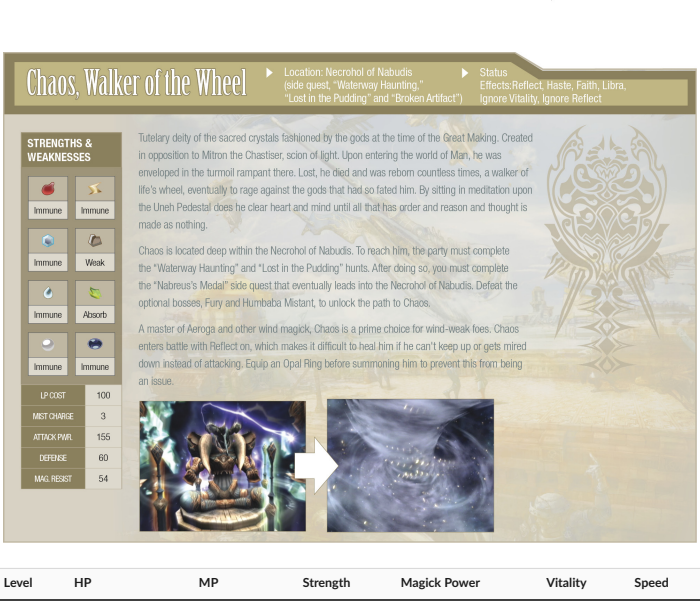
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Blight
2	Foe: Undead	Attack
3	Foe: nearest visible	Malaise
4	Ally: HP <100%	Curaja

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	83
Curaja	10	Diameter 10	Magick	None	120
Bio	10	Diameter 8	Magick	None	87
Malaise	12	N/A	Magick	None	90
Blight	12	Diameter 8	Magick	None	150

Chaos, Walker of the Wheel



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	6202–6204	250–254	36	47	26	26
10	6405–6439	304–344	41	52	28	28
20	6772–6871	684–484	47	58	31	30
30	7245–7429	466–628	53	64	34	33
40	7692–7957	566–808	59	70	36	35
50	8406–8805	652–960	65	76	39	37
60	9036–9552	732–999	71	82	42	40
70	9393–9972	792–999	77	88	45	42
80	9805–9999	852–999	83	94	47	44
90	9999	892–999	89	99	50	47
99	9999	910–999	94	99	53	49

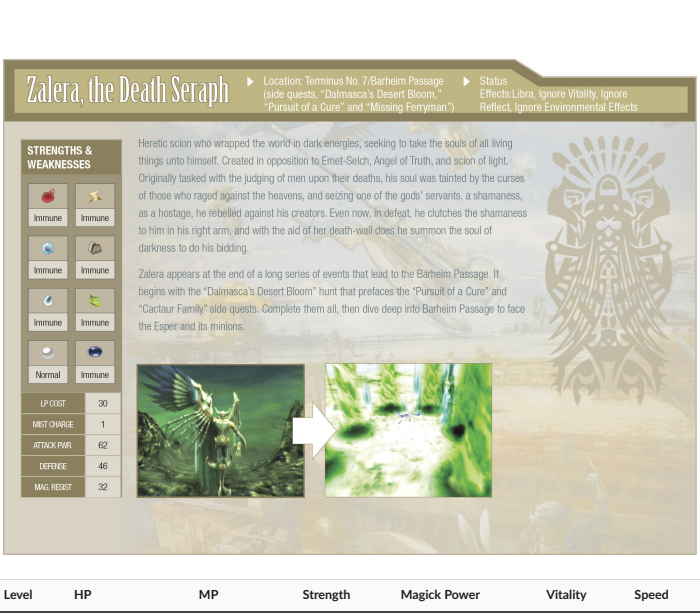
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Tornado
2	Foe: Wind-vulnerable	Whirlwind
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Renew

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	155
Renew	10	Diameter 10	Magick	None	N/A
Aeroga	10	Diameter 8	Magick	Wind	103
Whirlwind	12	N/A	Magick	Wind	50
Tornado	12	Diameter 8	Magick	Wind	100

Zalera, the Death Seraph



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	1830–1831	206–210	36	47	26	26
10	2032–2067	260–300	41	52	28	28
20	2400–2499	340–440	47	58	31	30
30	2872–3057	422–584	53	64	34	33
40	3319–3585	522–764	59	70	36	35
50	4033–4432	608–916	65	76	39	37
60	4663–5179	688–999	71	82	42	40
70	5020–5599	748–999	77	88	45	42
80	5433–6085	808–999	82	93	47	44
90	5995–6751	848–999	88	99	50	47
99	6630–7504	866–999	94	99	53	49

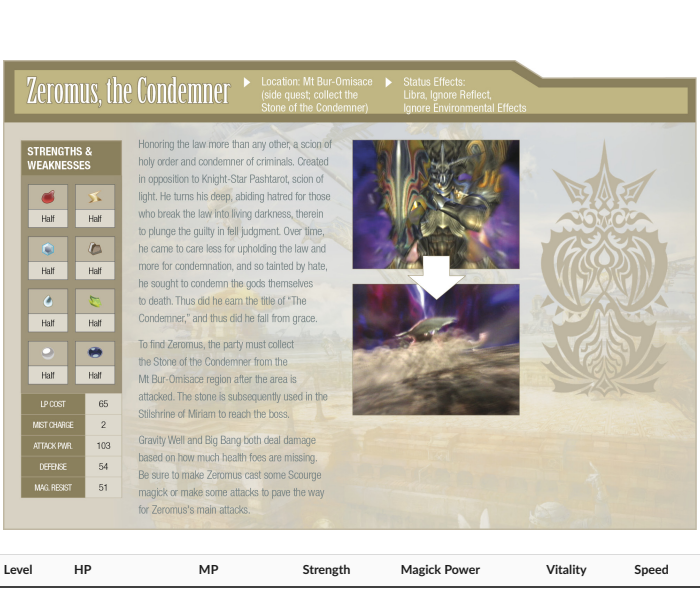
Gambit

Number	Description	Name
1	Summoning time remaining < 10 seconds	Condemnation
2	Foe: nearest visible	Kill
3	Ally: HP <100%	Cura

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	62
Cura	10	Diameter 10	Magick	None	46
Warp	10	Diameter 8	Magick	None	N/A
Death	10	N/A	Magick	None	N/A
Kill	12	N/A	Magick	None	N/A
Condemnation	12	Diameter 8	Magick	None	N/A

Zeromus, the Condemner



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	3810–3811	254–258	36	47	26	26
10	4012–4047	308–348	41	52	28	28
20	4380–4479	388–488	47	58	31	30
30	4852–5037	470–632	53	64	34	33
40	5299–5565	470–812	59	70	36	35
50	6013–6412	656–964	65	76	39	37
60	7000–7579	796–999	77	88	45	42
70	7413–8065	856–999	82	93	47	44
80	7413–8065	856–999	82	93	47	44
90	7975–8731	896–999	88	99	50	47
99	8610–9484	914–999	94	99	53	49

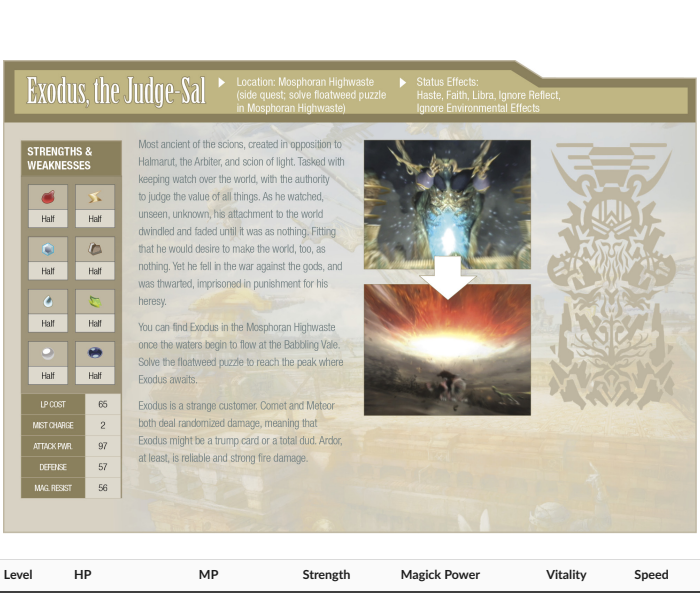
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Big Bang
2	Foe: nearest visible	Gravity Well

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	103
Curaja	10	Diameter 10	Magick	None	120
Scourge	10	Diameter 8	Magick	None	142
Gravity Well	12	N/A	Magick	None	—
Big Bang	12	Diameter 8	Magick	None	—

Exodus, the Judge-Sal



Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	3975–3976	258–262	36	47	26	26
10	4177–4212	312–352	41	52	28	28
20	4545–4644	392–492	47	58	31	30
30	5017–5202	474–636	53	64	34	33
40	5464–5730	574–816	59	70	36	35
50	6178–6577	660–968	65	76	39	37
60	6808–7324	740–999	71	82	42	40
70	7165–7744	800–999	77	88	45	42
80	7578–8230	860–999	82	93	47	44
90	8140–8896	900–999	88	99	50	47
99	8775–9649	918–999	94	99	53	49

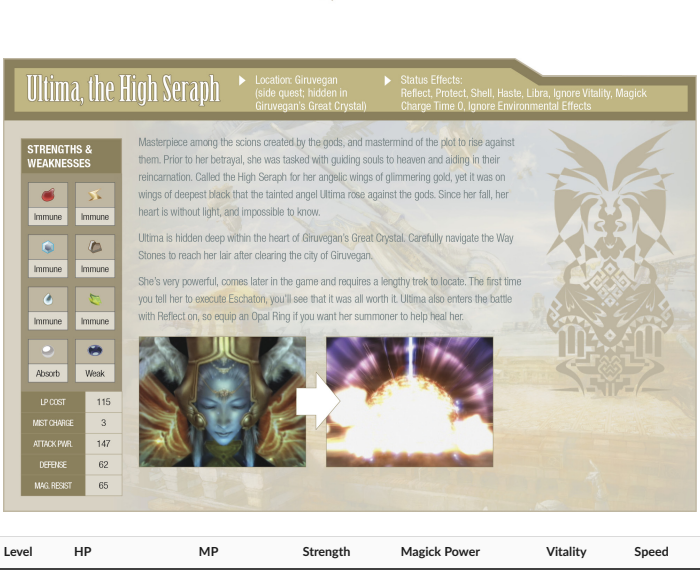
Gambit

Number	Description	Name
1	Summon Time Remaining < 10 Seconds	Meteor
2	Foe: Fire-vulnerable	Ardor
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Curaja

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	97
Curaja	10	Diameter 10	Magick	None	120
Ardor	10	Diameter 8	Magick	Fire	173
Comet	12	N/A	Magick	None	—
Meteor	12	Diameter 8	Magick	None	—

Ultima, the High Seraph


Ultima, the High Seraph
Location: Giruvegan (side quest, hidden in Giruvegan's Great Crystal)
Status Effects: Reflect, Protect, Shell, Haste, Libra, Ignore Vitality, Magick Charge Time 0, Ignore Environmental Effects
STRENGTHS & WEAKNESSES
Immune
Immune
Immune
Immune
Immune
Immune
Absorb
Weak
LP COST 115
MIST CHARGE 3
ATTACK PWR 147
DEFENSE 62
MAG. RESIST 65

Masterpiece among the scions created by the gods, and mastermind of the plot to rise against them. Prior to her betrayal, she was tasked with guiding souls to heaven and aiding in their reincarnation. Called the High Seraph for her angelic wings of glimmering gold, yet it was on wings of deepest black that the tainted angel Ultima rose against the gods. Since her fall, her heart is without light, and impossible to know.

Ultima is hidden deep within the heart of Giruvegan's Great Crystal. Carefully navigate the Way Stones to reach her lair after clearing the city of Giruvegan.

She's very powerful, comes later in the game and requires a lengthy trek to locate. The first time you tell her to execute Eschaton, you'll see that it was all worth it. Ultima also enters the battle with Reflect on, so equip an Opal Ring if you want her summoner to help heal her.

Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	6615–6616	272–276	36	47	26	26
10	6817–6852	326–366	42	53	28	28
20	7185–7284	406–506	48	59	31	30
30	7657–7842	488–650	54	65	34	33
40	8104–8370	588–830	60	71	36	35
50	8818–9217	674–982	66	77	39	37
60	9448–9964	754–999	72	83	42	40
70	9805–999	814–999	78	89	45	42
80	9999	874–999	84	95	47	44
90	9999	914–999	90	99	50	47
99	9999	932–999	95	99	53	49

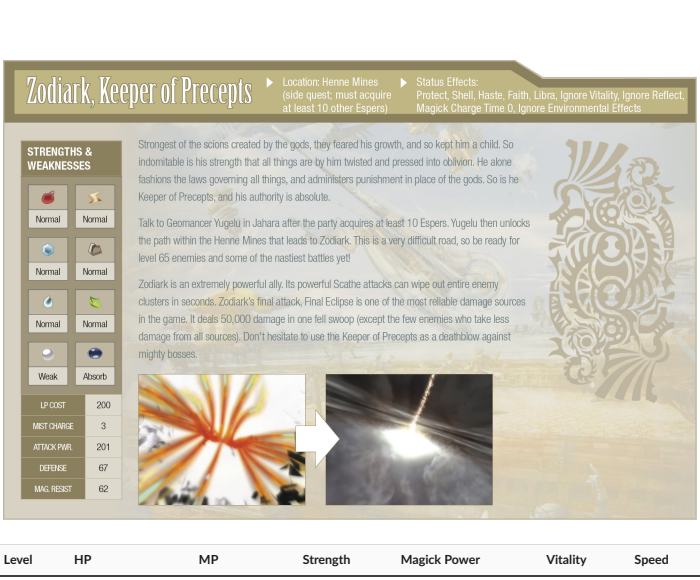
Gambit

Number	Description	Name
1	Summoning time remaining < 10 seconds	Eschaton
2	Foe: Holy-vulnerable	Redemption
3	Foe: nearest visible	Attack
4	Ally: HP <100%	Renew

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	147
Renew	10	Diameter 10	Magick	None	N/A
Holy	10	N/A	Magick	Light	157
Redemption	12	N/A	Magick	Light	180
Eschaton	12	Diameter 8	Magick	Light	250

Zodiark, Keeper of Precepts


Zodiark, Keeper of Precepts
Location: Henne Mines (side quest; must acquire at least 10 other Espers)
Status Effects: Protect, Shell, Haste, Faith, Libra, Ignore Vitality, Ignore Reflect, Magick Charge Time 0, Ignore Environmental Effects
STRENGTHS & WEAKNESSES
Normal
Normal
Normal
Normal
Normal
Normal
Weak
Absorb
LP COST 200
MIST CHARGE 3
ATTACK PWR 201
DEFENSE 67
MAG. RESIST 62

Strongest of the scions created by the gods, they feared his growth, and so kept him a child. So indomitable is his strength that all things are by him twisted and pressed into oblivion. He alone fashions the laws governing all things, and administers punishment in place of the gods. So is he Keeper of Precepts, and his authority is absolute.

Talk to Geomancer Yugelu in Jahara after the party acquires at least 10 Espers. Yugelu then unlocks the path within the Henne Mines that leads to Zodiark. This is a very difficult road, so be ready for level 65 enemies and some of the nastiest battles yet!

Zodiark is an extremely powerful ally. Its powerful Scathe attacks can wipe out entire enemy clusters in seconds. Zodiark's final attack, Final Eclipse is one of the most reliable damage sources in the game. It deals 50,000 damage in one fell swoop (except the few enemies who take less damage from all sources). Don't hesitate to use the Keeper of Precepts as a deathblow against mighty bosses.

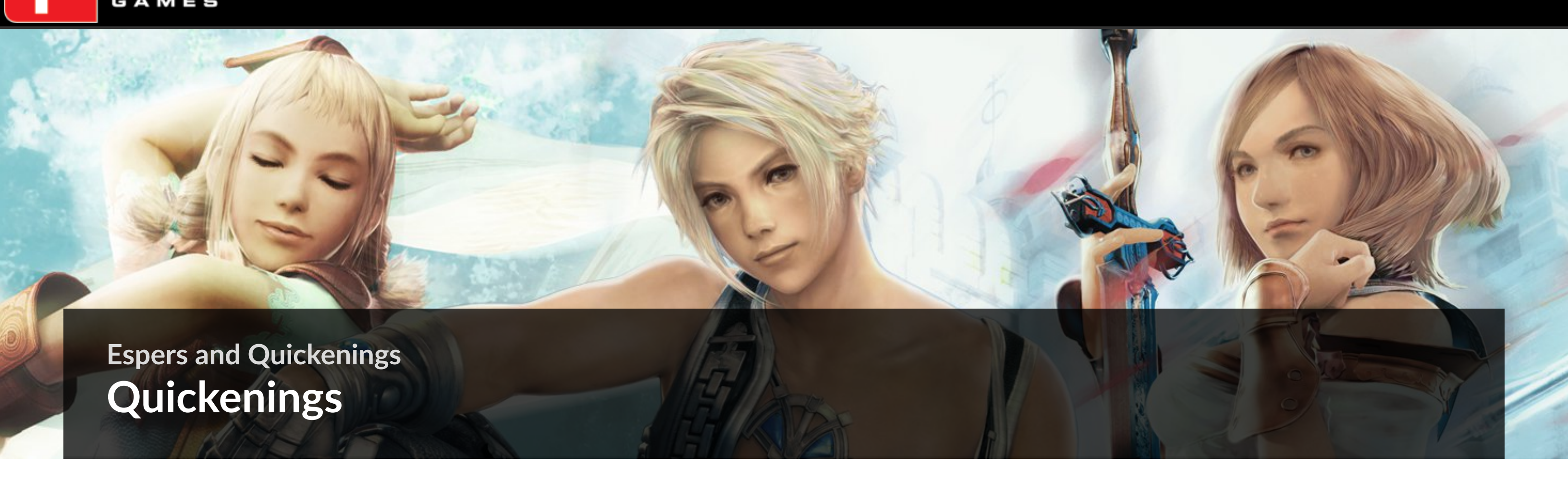
Level	HP	MP	Strength	Magick Power	Vitality	Speed
1	4635–4636	296–300	36	47	26	26
10	4837–4872	350–390	42	53	28	28
20	5205–5304	430–530	48	59	31	30
30	5677–5862	512–674	54	65	34	33
40	6124–6390	612–854	60	71	36	35
50	6838–7237	698–999	66	77	39	37
60	7468–7984	778–999	72	83	42	40
70	7825–8404	838–999	78	89	45	42
80	8238–8890	898–999	84	95	47	44
90	8800–9556	938–999	90	99	50	47
99	9435–9999	956–999	96	99	53	49

Gambit

Number	Description	Name
1	Summoning time remaining < 10 seconds	Final Eclipse
2	Foe: Dark-vulnerable	Banish Ray
3	Foe: nearest visible	Attack
4	Ally: HP < 100%	Renew

Actions

Name	Range	Scope	Type	Element	Attack Foundation
Attack	2	N/A	Physical	None	201
Renew	10	Diameter 10	Magick	None	N/A
Scathe	10	Diameter 8	Magick	None	190
Hastega	10	Diameter 10	Magick	None	N/A
Banish Ray	12	N/A	Magick	Dark	240
Final Eclipse	12	Diameter 8	Magick	None	—



Espers and Quickenings

Quickenings

Quickenings are powerful combos that consume the Mist Charges of one to three party members. The power of the attack is based upon the combination of attacks executed to release a devastating finishing attack or “Concurrence.” This unique system is much like a slot machine and a little difficult to understand at first, so it’s better to break it down and explain just how to get the most out of Quickenings.

Unlocking Quickenings

Characters begin the game *without* Quickenings. To obtain them, you must unlock the special Quickening panels on the license boards. Each character can only unlock three panels total. It doesn’t matter which panels are unlocked, as Quickenings are based on the character and the number of Quickening panels unlocked rather than the chosen panel itself. The only thing to keep an eye out for is that certain license boards have panels hidden away behind Quickening panels. Each board has four Quickening panels, but the remaining unused Quickening panels will disappear when a character reaches the maximum of three unlocked. Any panels bottlenecked behind unpurchased Quickening panels will become accessible, so keep this in mind when planning which to buy, just like with Esper choices.

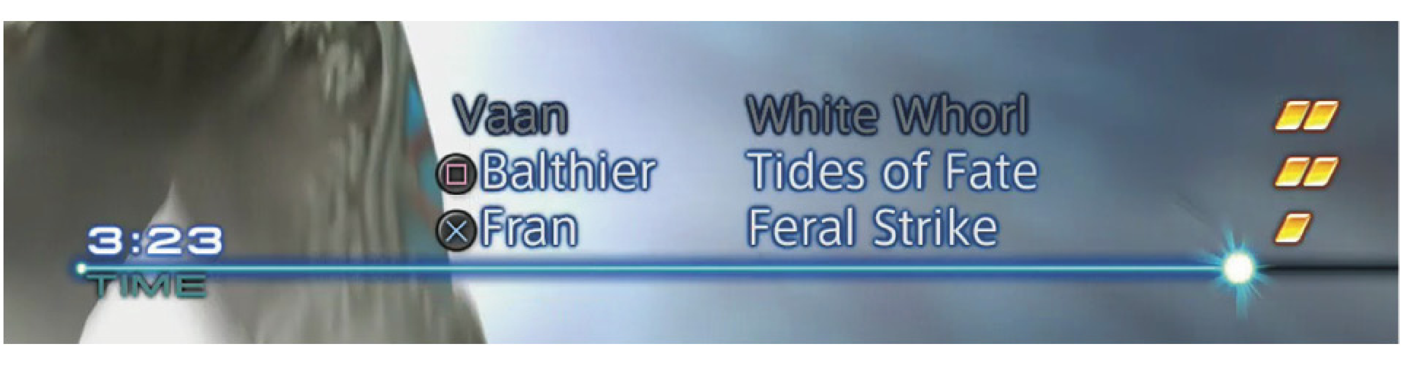
Unlocking one panel earns a character a level 1 Quickening. Unlocking two panels produces the character’s level 2 Quickening and a second Mist Charge. Unlocking three panels releases the character’s level 3 Quickening and adds a third Mist Charge.

Mist Charges

Quickenings consume Mist Charges based upon the level of the Quickening used. Level 1 consumes one Mist Charge; level 2 uses two Mist Charges; and level 3 devours three Mist Charges. Thus, a character with two Mist Charges can use a level 1 or level 2 Quickening.

How It All Works

The Quickening system is much like a slot machine, so there’s some luck involved. As the initial attack occurs, up to three lines of text appear in the bottom-right corner of the screen, one line for each character participating in the attack. Think of these lines as the wheels of a slot machine.



The “wheels” randomly cycle through four possible outcomes. They will display the name of a character’s level 1, level 2, or level 3 Quickening or the words “Mist Charge.” When they appear in white, the player can activate the command by pressing the button shown to the left of the line of text. Note that lines appearing gray in color aren’t available.

With a little luck, there will be a white line or two available from which to choose, but eventually three gray lines will appear. Press the R2 button when this occurs to shuffle the commands again in hopes of getting a white line or two.

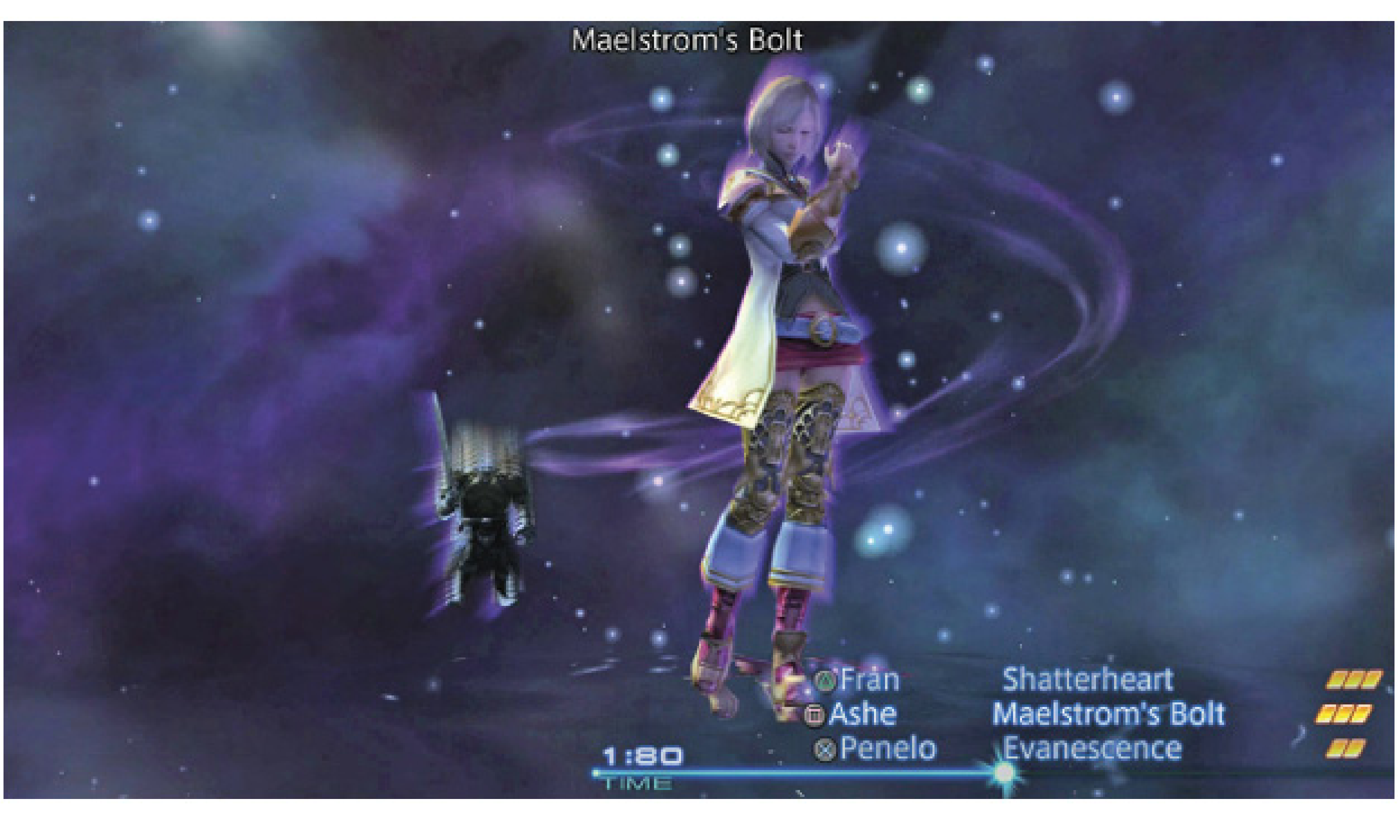
The player can initiate as many attacks as possible within the four-second time limit. By achieving certain attack combinations, the party unleashes a powerful Concurrence that delivers a devastating final hit to the target and any nearby enemies. So what makes the white and gray lines appear? This is where things gets tricky. Read on to make sense of it all.

Cost vs. Available Mist Charges

As noted previously, each Quickening costs a certain number of Mist Charges. Characters can only perform an action if they have the Mist Charges to fuel the attack. For example, let’s say Vaan enters battle with three Mist Charges and begins his assault with his level 3 attack, Pyroclasm. This will immediately drain all of his Mist Charges, meaning that he can no longer participate in the combo. His teammates, however, likely still have Mist Charges and can perform additional attacks.

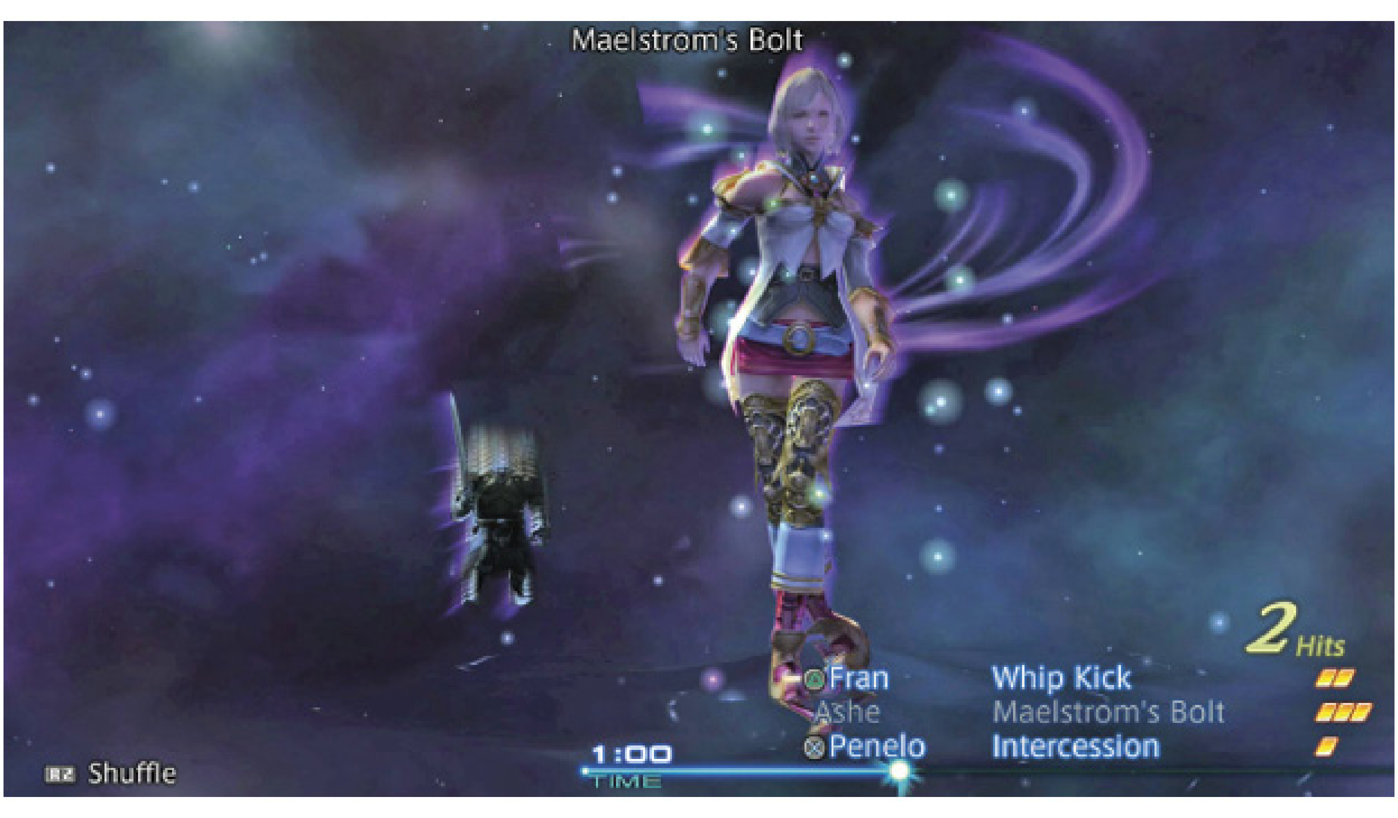
Don’t count Vaan out just yet, though. Keep an eye on his command line and watch for the words “Mist Charge” to appear. Press the corresponding button when these words appear on-screen to completely refill Vaan’s Mist Charges as the commands reshuffle. Now he can use any of his attacks again.

The phrase “Mist Charge” may appear for a character whenever that person has completely drained his or her Mist Charges. Always use the Mist Charge command when it appears, as combos can continue to grow until the timer runs out.



Consider this next example. Ashe begins with three Mist Charges. She uses Maelstrom's Bolt, her level 3 attack, to open a Quickening. Either by luck, or by R2 shuffle, "Mist Charge" appears on-screen and is triggered, so Ashe gains three fresh Mist Charges.

When Mist Charge is activated, the Quickening slots will reshuffle automatically with possible attacks (this makes it a great idea to double-tap buttons when you select Mist Charges, since you'll select follow-up attacks automatically, without wasting much time). By chance, Maelstrom's Bolt appears and is triggered. Ashe spends her Mist Charges down to nothing again while using her best Quickening attack twice in a row.



With a little luck, the Mist Charge command will appear again and Ashe can continue to attack, or the timer will run out and a Concurrence will occur if the right Quickening combo was used.

Managing the Clock

The clock pauses whenever you trigger an attack command. It doesn’t start to move again until the next animation starts to play. Enter the commands quickly to save time, but don’t do so in haste. The combination of attacks is very important, so choose the next action carefully and quickly.

The Mist Charge command doesn’t stop the clock, but it does reshuffle the commands. Be ready to press another button quickly to avoid wasting time.

Note that a small amount of time is added back to the clock each time a command is entered. As the clock winds down, the bar also speeds up with each successful attack, so eventually there’s no time to shuffle or even read the command lines.

Enormous Quickening Chains Made Easier

Quickening chains are always reliable for a few hits, but once you've burned everyone's available Mist Charges, it's usually down to speed and luck to extend the chain. But with some advance planning, you can arrange it so that you can pretty much always do enormous Quickening chains with one squad.

First, set aside three characters on whom you'll only unlock one Quickening license panel.

Then, give each of these characters the license for an Esper that uses up three Mist Charges upon summoning. There are four, Famfrit, Chaos, Ultima, and Zodiark. These characters will then have three Mist Charges, but only level one Quickening attacks.

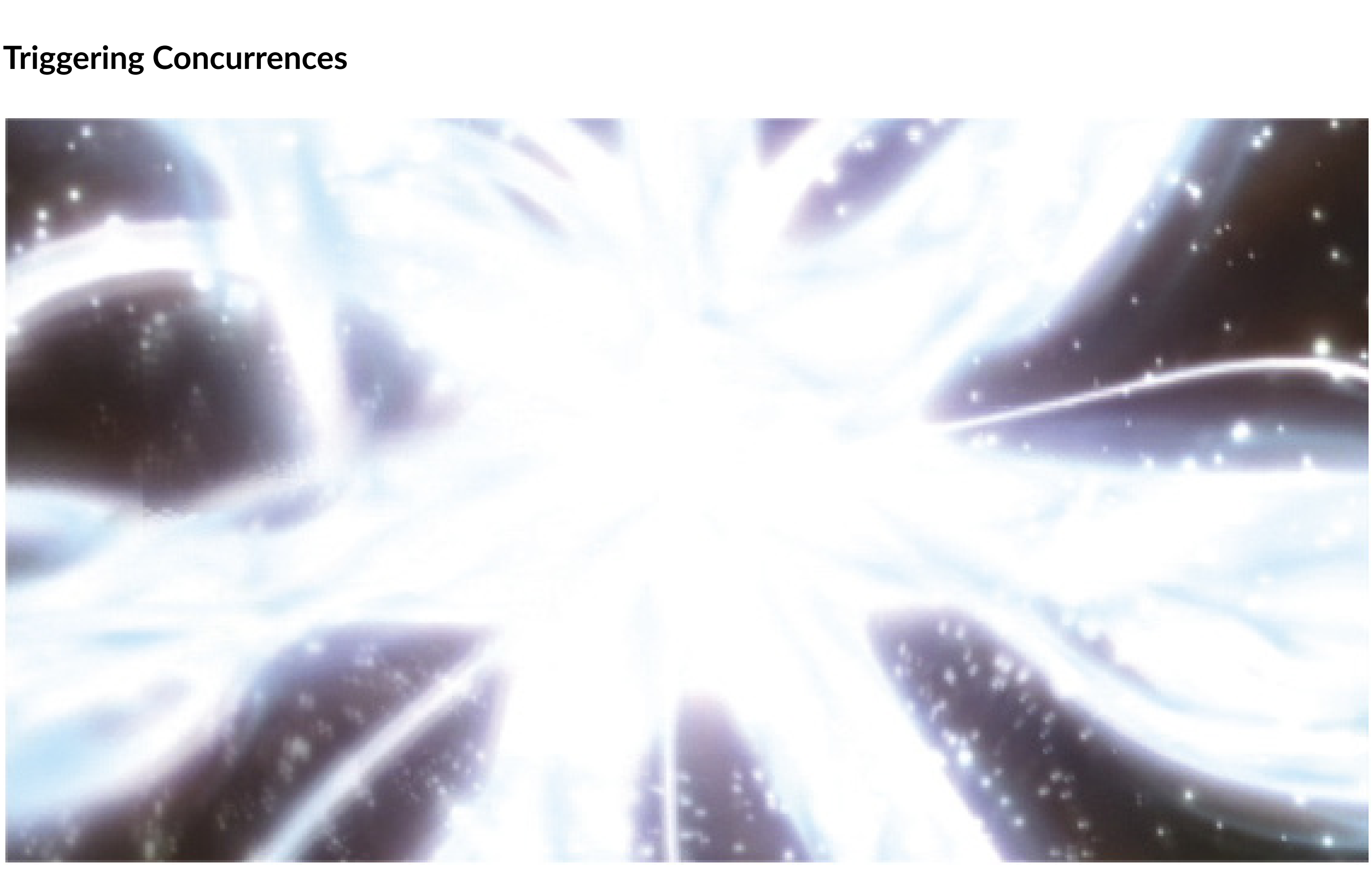
So, anytime this trio performs a Quickening, it should be pretty easy to score a lot of hits, since three fighters times three Mist Charges is a nine-hit chain at minimum, and anytime you "roll" a Mist Charge, you've stocked three more attacks. With this kind of setup, once you get good at reacting to the Quickening minigame with constant level-one Quickenings, 20+ hit chains become commonplace, and 40+ hit chains are feasible!

The only catch with this setup is simply that it requires lots of foresight. Since there are only four Espers who require three Mist Charges, it makes sense to pursue this strategy for one team of three fighters, then set up the other three fighters as normal, with full Quickening unlocks. Try to assign Famfrit/Chaos/Ultima/Zodiark to one-Quickening characters who are assigned Jobs that also benefit from those Esper license unlocks, too. (Check out the Lock Chart in the Zodiac System Job section, just before this Espers & Quickenings breakdown. Esper assignment is one of the most important and counter-intuitive aspects of party building.)

Fast Charge & Attack

Any time a Mist Charge command is used, the character will land on an active attack command on the following spin. Use this to your advantage when time is running short. Hit the Mist Charge and keep tapping the button to automatically select that character’s action.

Triggering Concurrences



Concurrences arrive at the end of a Quickening when certain conditions have been met. The conditions are based upon the number of level 1, 2, and 3 attacks that are used during the Quickening. For instance, the weakest Concurrence requires that the party perform three level 1 attacks during the Quickening. The toughest, Black Hole, requires four of each level. Obviously, it’s easier to perform some Concurrences than others and there’s a little luck involved, too. It’s usually easy enough to get Ark Blast once everyone in the party has three Mist Charges.

The best combination is always used, too. Say the party uses seven level 1 attacks, five level 2 attacks, and two level 3 attacks. That combination would qualify them for five different Concurrences, but would always result in Ark Blast.

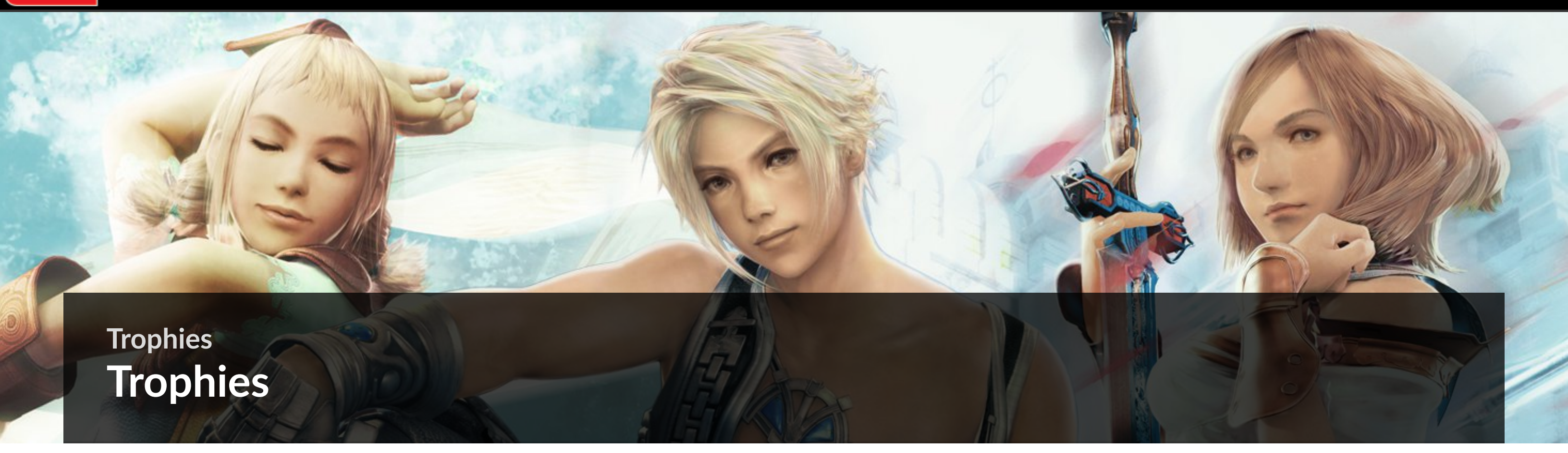
Any damage caused by a Concurrence is non-elemental. The names may make them seem like elemental attacks, but resistances don’t come into play. The only creatures that can resist a Quickening are those with an immunity to physical damage.

Requirements

Concurrence	Power	Lv 1	Lv 2	Lv 3
Black Hole	253	4	4	4
Luminescence	215	3	3	3
Whiteout	205	—	—	4
Ark Blast	175	2	2	2
Windburst	155	—	4	—
Torrent	130	2	2	—
Cataclysm	110	6	—	—
Inferno	90	3	—	—

Ultimate Attack

Black Hole is the strongest attack in the game. It can cause well over 60,000 HP of damage to the primary target and substantial damage to anything surrounding the enemy.



Trophies

Trophies

Various Cumulative Goals

You'll probably unlock most of these over the normal course of gameplay.

Title	Grade	Description
Assault Striker	Bronze	Used Attack 300 times.
Spellslinger	Bronze	Cast Magicks 200 times.
Premier Prestidigitator	Bronze	Used Technicks 100 times.
Master Thief	Bronze	Successfully stole 50 times.
Blood Dancer	Bronze	Defeated 500 foes.
The Unrelenting	Bronze	Completed a 50-chain in battle.
Wayfarer	Bronze	Took 50,000 steps.
Plunderer	Bronze	Acquired 100,000 gil.
Record Breaker	Bronze	Obtained 500,000 Clan Points.
Spendthrift	Bronze	Spent 1,000,000 gil.
Privateer	Bronze	Sold 1,000 pieces of loot.
Exemplar	Bronze	Raised your party's average level above 50.
Conqueror	Bronze	Earned 48,000 License Points.

For Completists

Trial Mode can help with missing Bestiary entries. There are many magicks and technicks that are only found in treasure chests, which this guide can help with. The Morbid Urn mentioned here is the final Grimoire, a type of key item unlocked as a bazaar good once the right rewards from clan hunts are sold as loot.

Title	Grade	Description
Scrivener	Silver	Completed the Bestiary.
Runeweaver	Silver	Learned every Magick.
Jack-of-All-Trades	Silver	Learned every Technick.
Collector	Bronze	Obtained a Morbid Urn.
Cartographer	Silver	Fully explored every map.
Mist Walker	Gold	Performed every Concurrence.

Hunts and Espers

Sidequests in the game are often concerned with hunts for rare monsters or hidden Espers.

Title	Grade	Description
Eagle Eye	Bronze	Defeated Deathgaze.
Wyrmslayer	Bronze	Defeated Fafnir.
Sharpshooter	Bronze	Defeated the Trickster.
Freshmaker	Bronze	Defeated Carrot.
Master Swordsman	Silver	Defeated Gilgamesh.
Lord of the Kings	Silver	Defeated the Behemoth King.
Hunter Extraordinaire	Gold	Defeated Yiazmat.
Radiant Savior	Silver	Defeated the Hell Wyrm.
Fell Angel	Silver	Defeated Ultima.
Zodiac Knight	Silver	Defeated Zodiark.
High Summoner	Gold	Obtained every Esper.

Main Adventure Progress

A few trophies are unlocked in the normal course of story progress.

Title	Grade	Description
For the Homeland	Bronze	Faced the Archadian Empire as an initiate in the Order of the Knights of Dalmasca.
Galbana Bloom	Bronze	Defeated your first mark.
A Traitor Redeemed	Bronze	Escaped from the Nalbina Dungeons.
Fated Meeting	Bronze	Rescued the Princess of Dalmasca.
The Mist Seethes	Bronze	Obtained the Dawn Shard.
Visions of the Dreamer	Bronze	Set out from Mt Bur-Omisace.
Reins of History	Bronze	Faced Doctor Cid.
Wings of My Own	Silver	Restored peace to Ivalice.

Trial Mode Progress

There's a trophy for clearing the halfway point of the new Trial Mode, and for beating the final grueling battle.

Title	Grade	Description
Judge Magister	Bronze	Completed the 50th trial.
Imperator	Gold	Completed the 100th trial.

The Capstone

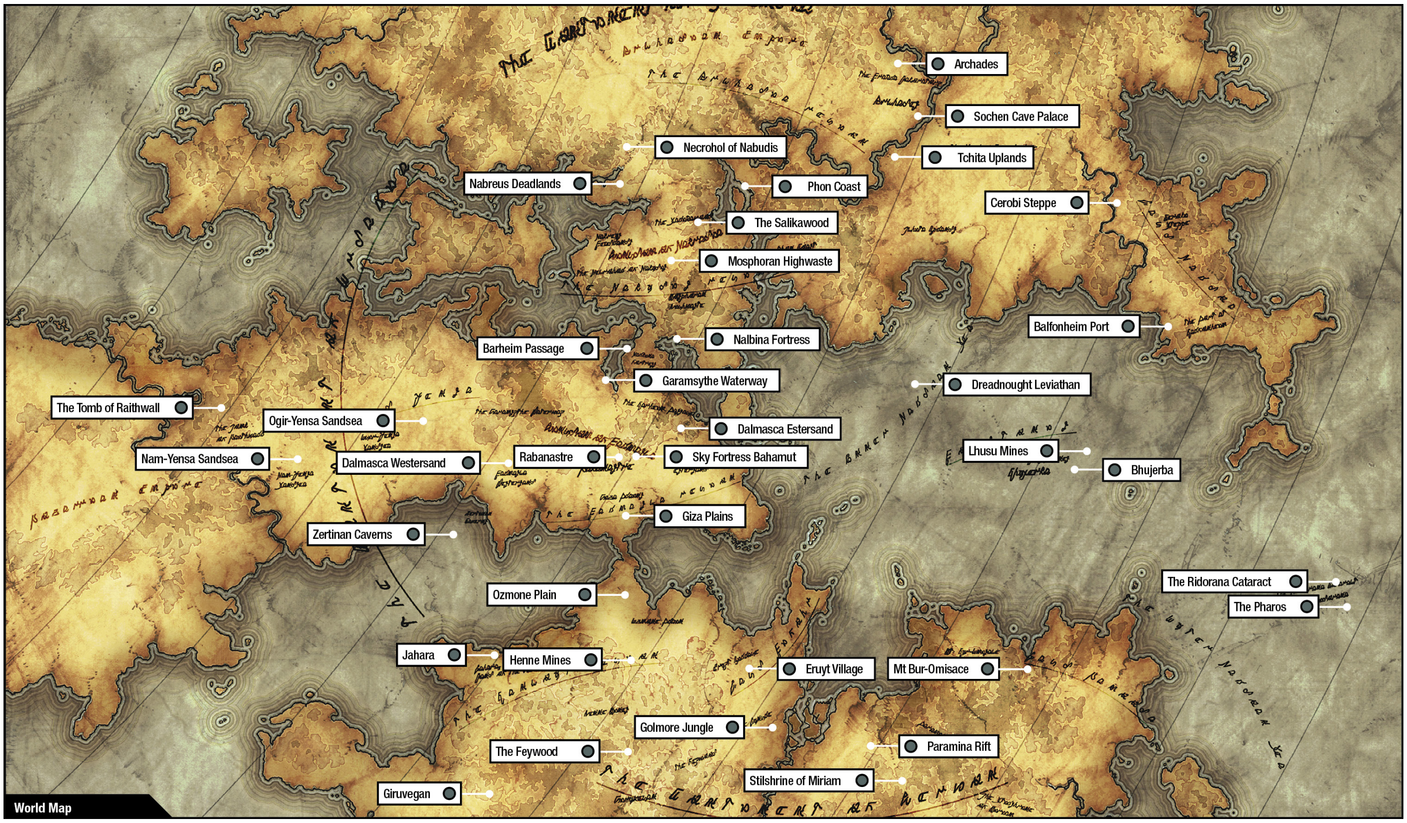
Title	Grade	Description
Champion of Ivalice	Platinum	Collected all other trophies.

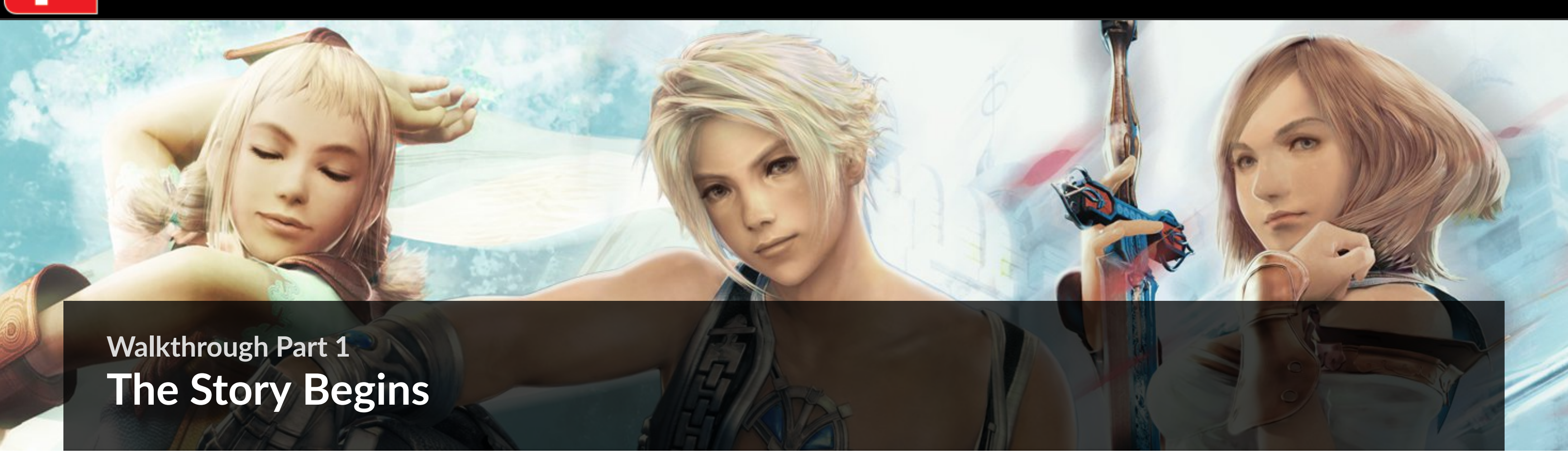
Walkthrough Part 1

Introduction

Here's your road map through the central storyline of Final Fantasy XII. If you're new to this style of gaming, jump right in. We start with a step-by-step guide through the opening levels, making no assumptions about your level of experience. If you're a veteran Final Fantasy gamer, however, you might want to skip the hand-holding in the first few sections; you're probably deep into the game already.

Please note that this "main story walkthrough" does not include detailed guidance through the myriad side plots in the game—the clan hunts, side quests, and secret areas that make the Final Fantasy world so deep and rich and full of life. However, this walkthrough will point out the optimal places to embark on each of those side adventures, and then direct you to the "Hunts," "Side Quests," and "Secrets" chapters in this book.


Archades
Sochen Cave Palace
Necrohol of Nabudis
Tchita Uplands
Nabreus Deadlands
Phon Coast
Cerobi Steppe
The Salikawood
Mosphoran Highwaste
Balfonheim Port
Barheim Passage
Nalbina Fortress
Garamsythe Waterway
Dreadnought Leviathan
The Tomb of Raithwall
Ogir-Yensa Sandsea
Dalmasca Estersand
Lhusu Mines
Nam-Yensa Sandsea
Dalmasca Westersand
Rabanastre
Sky Fortress Bahamut
Bhujerba
Giza Plains
Zertinan Caverns
The Ridorana Cataract
The Pharos
Ozmone Plain
Jahara
Henne Mines
Eruyt Village
Mt Bur-Omisace
Golmore Jungle
Paramina Rift
The Feywood
Stilshrine of Miriam
Giruvegan
World Map



Walkthrough Part 1

The Story Begins

Year 704 Old Valendian
Kingdom of Dalmasca–The Royal City of Rabanastre

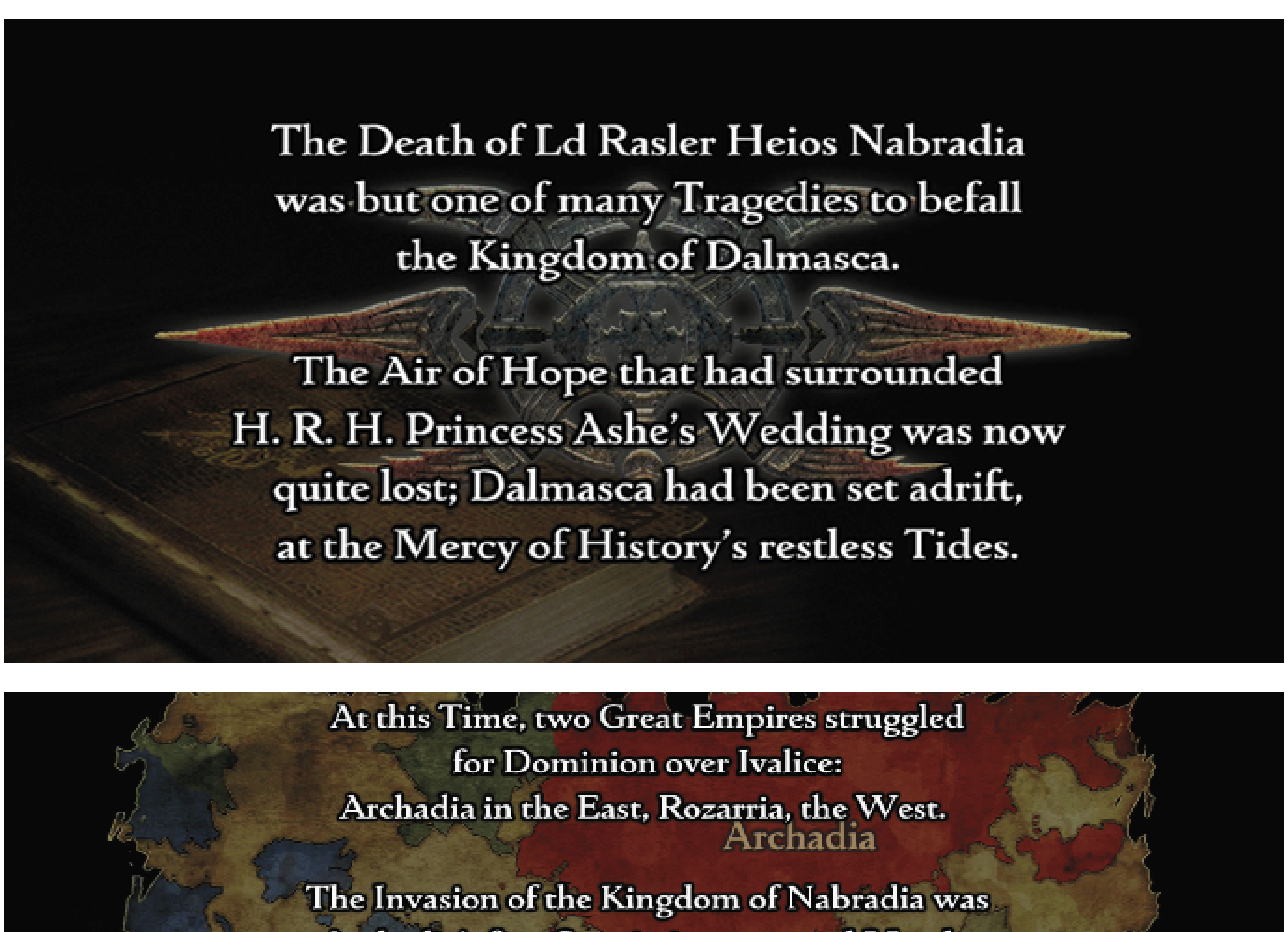
The great saga opens with a happy occasion in Rabanastre, capital of the Kingdom of Dalmasca. Amid great pomp and ceremony, a wedding procession winds through cheering crowds lining the streets of the royal city. The parade celebrates the marriage of Her Royal Highness Princess Ashe (daughter of Raminas, King of Dalmasca) to Lord Rasler (heir to the throne of Dalmasca's eastern neighbor Nabradia).

This is more than a marriage of convenience; Ashe and Rasler are truly in love, a fact that seems to bestow a sacred, joyous air to the proceedings. In the city's great cathedral, the high priest seals the union with the name of the God of Light, Faram. With that, the bordering kingdoms come together in a peaceful union.

But visions of a hopeful future quickly fade. Basch, captain in the Order of the Knights of Dalmasca, soon brings disturbing news to the king's war room: Nabudis, capital of Nabradia, has fallen beneath Archadia's westward surge. Surely Dalmasca is next.

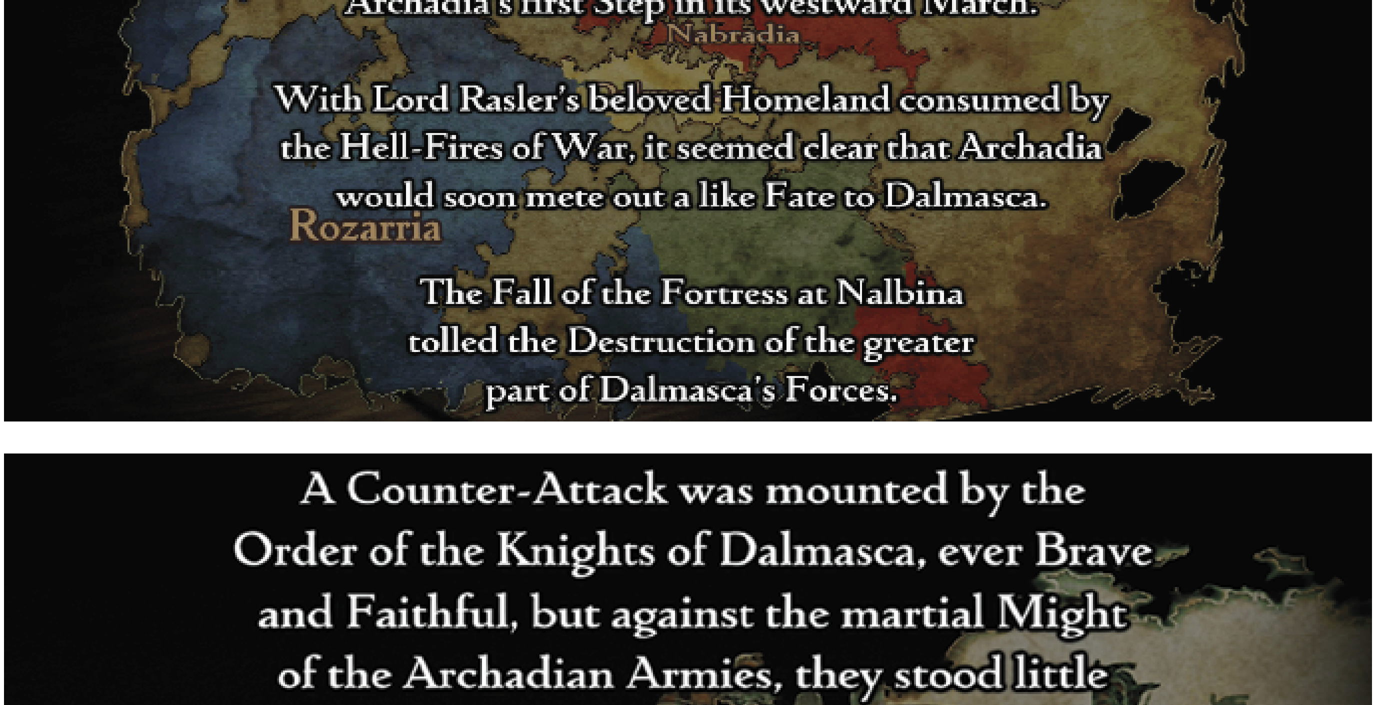
King Raminas sends Basch and Lord Rasler to rally Dalmascan defense forces in the border fortress of Nalbina. There, the fight is desperate, furious, and ultimately lost when the stronghold's "paling," a defensive magick barrier, falls. Archadian troops overwhelm the great citadel; in the process, Lord Rasler takes a lethal arrow to the chest. Basch barely manages to escape on a chocobo with the mortally wounded prince.

Back in Dalmasca, Lord Rasler is laid to rest, along with the hopes of the entire region. Here begin the memoirs of the Marquis Halim Ondore IV. Listen carefully to learn how King Raminas agreed to terms with his Archadian conquerors and reluctantly traveled to now-occupied Nalbina Fortress to sign the treaty. The Marquis Ondore's entry ends with some chilling words: "The Treaty would be signed with Steel… and Writ in royal Blood."



The Death of Ld Rasler Heios Nabradia
was but one of many Tragedies to befall
the Kingdom of Dalmasca.

The Air of Hope that had surrounded
H. R. H. Princess Ashe's Wedding was now
quite lost; Dalmasca had been set adrift,
at the Mercy of History's restless Tides.

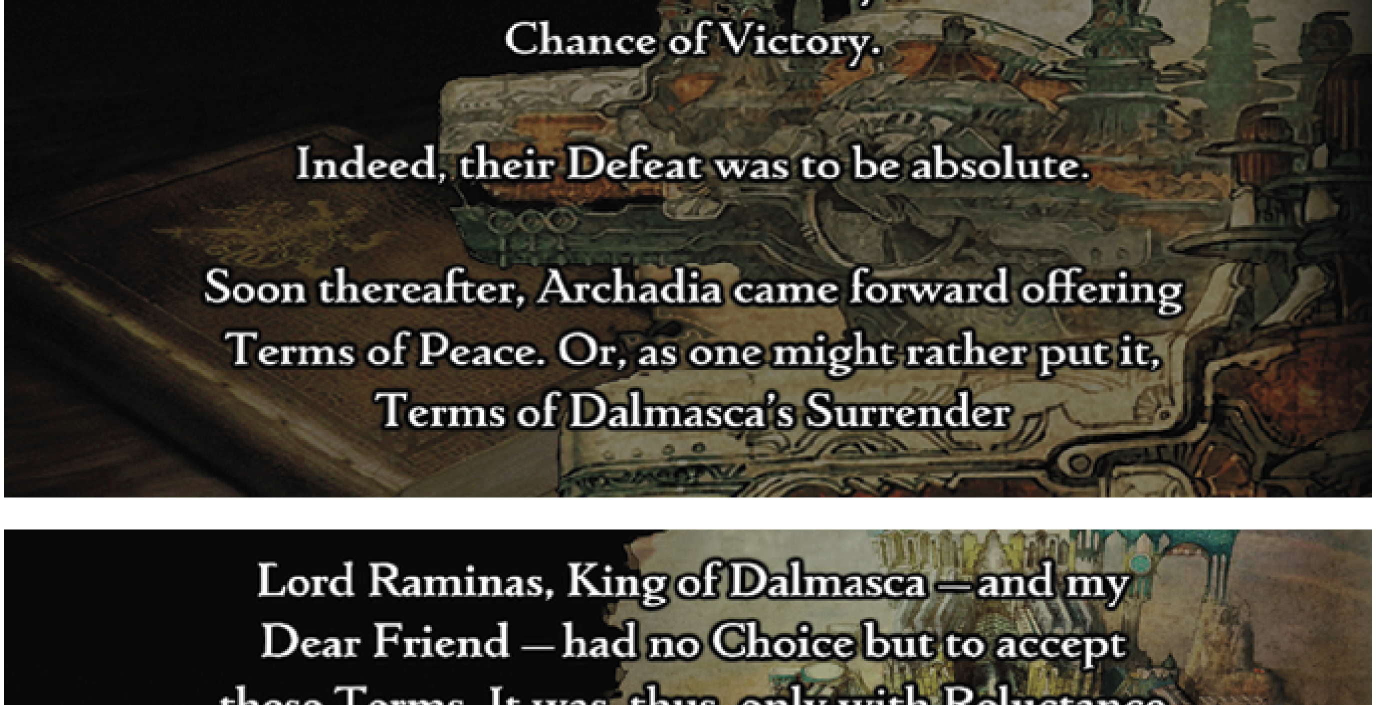


At this Time, two Great Empires struggled
for Dominion over Ivalice:
Archadia in the East, Rozarria, the West.

The Invasion of the Kingdom of Nabradia was
Archadia's first Step in its westward March.

With Lord Rasler's beloved Homeland consumed by
the Hell-Fires of War, it seemed clear that Archadia
would soon mete out a like Fate to Dalmasca.

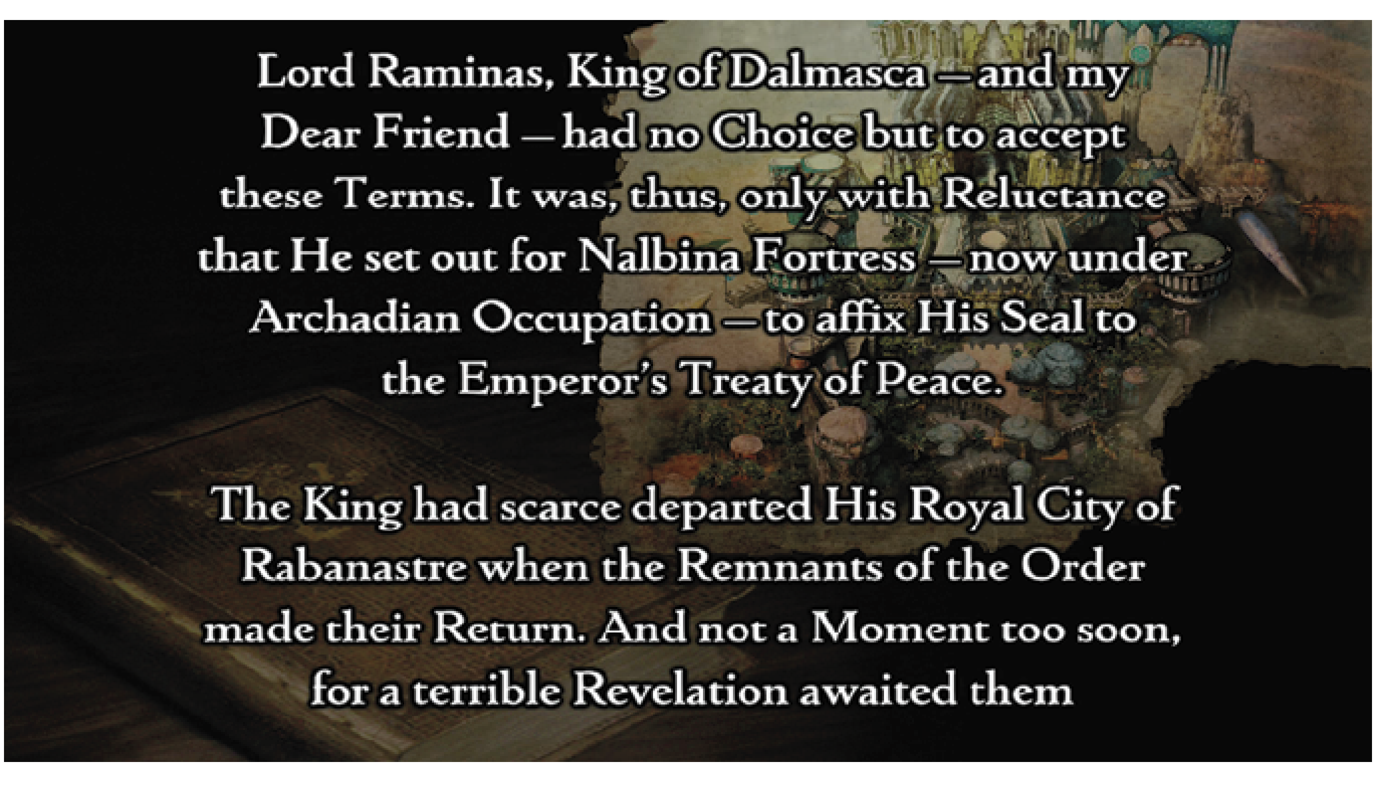
The Fall of the Fortress at Nalbina
tolled the Destruction of the greater
part of Dalmasca's Forces.



A Counter-Attack was mounted by the
Order of the Knights of Dalmasca, ever Brave
and Faithful, but against the martial Might
of the Archadian Armies, they stood little
Chance of Victory.

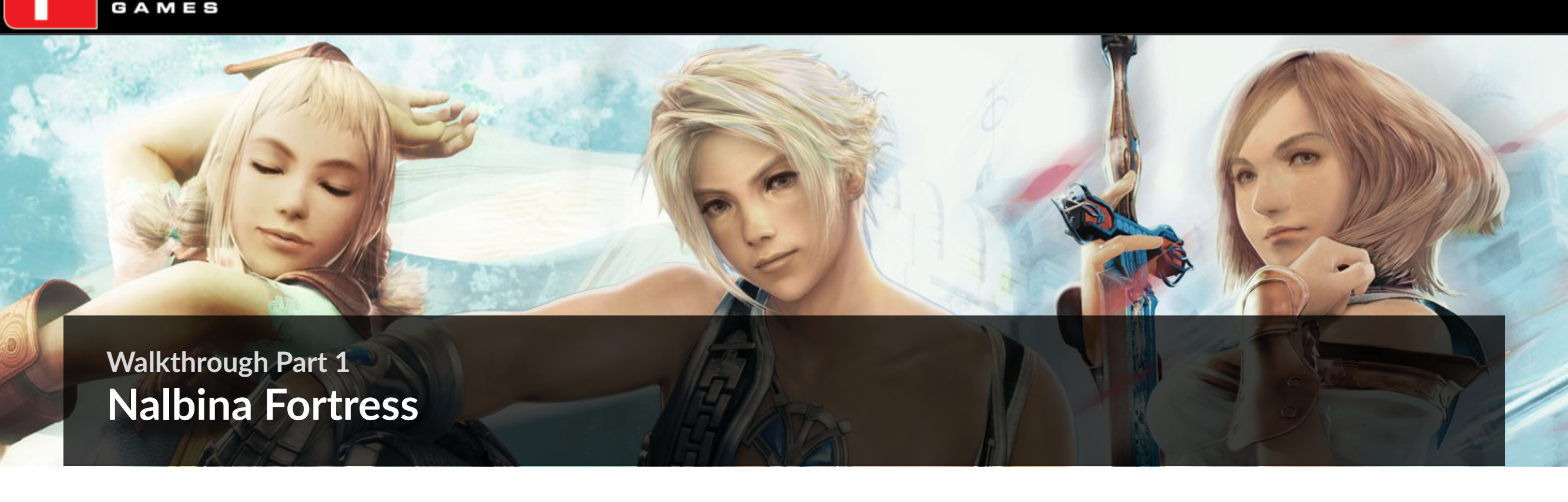
Indeed, their Defeat was to be absolute.

Soon thereafter, Archadia came forward offering
Terms of Peace. Or, as one might rather put it,
Terms of Dalmasca's Surrender



Lord Raminas, King of Dalmasca – and my
Dear Friend – had no Choice but to accept
these Terms. It was, thus, only with Reluctance
that He set out for Nalbina Fortress – now under
Archadian Occupation – to affix His Seal to
the Emperor's Treaty of Peace.

The King had scarce departed His Royal City of
Rabanastre when the Remnants of the Order
made their Return. And not a Moment too soon,
for a terrible Revelation awaited them



Walkthrough Part 1

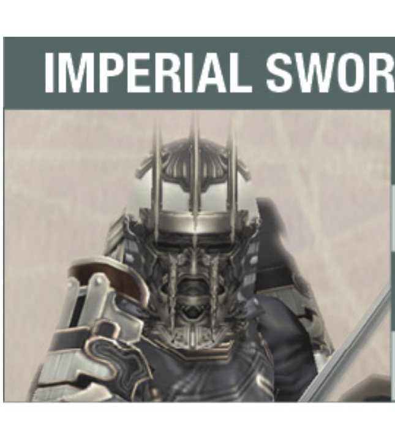
Nalbina Fortress

OBJECTIVE

Reach the King Before He Signs the Treaty!

After completing a few quick tutorials on game basics, fight your way up the Nalbina Fortress to the Highhall where King Raminas is scheduled to sign the peace agreement with Archadia.

IMPERIAL SWORDSMAN

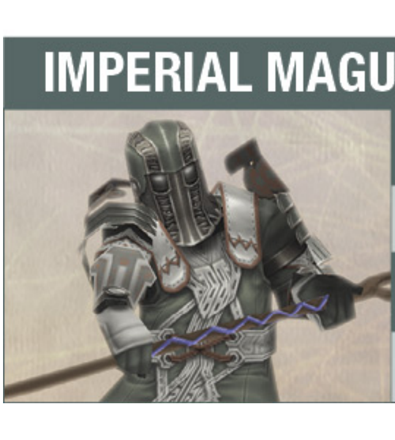


LEVEL	HP
3	115
EXP	**LP**
0	0

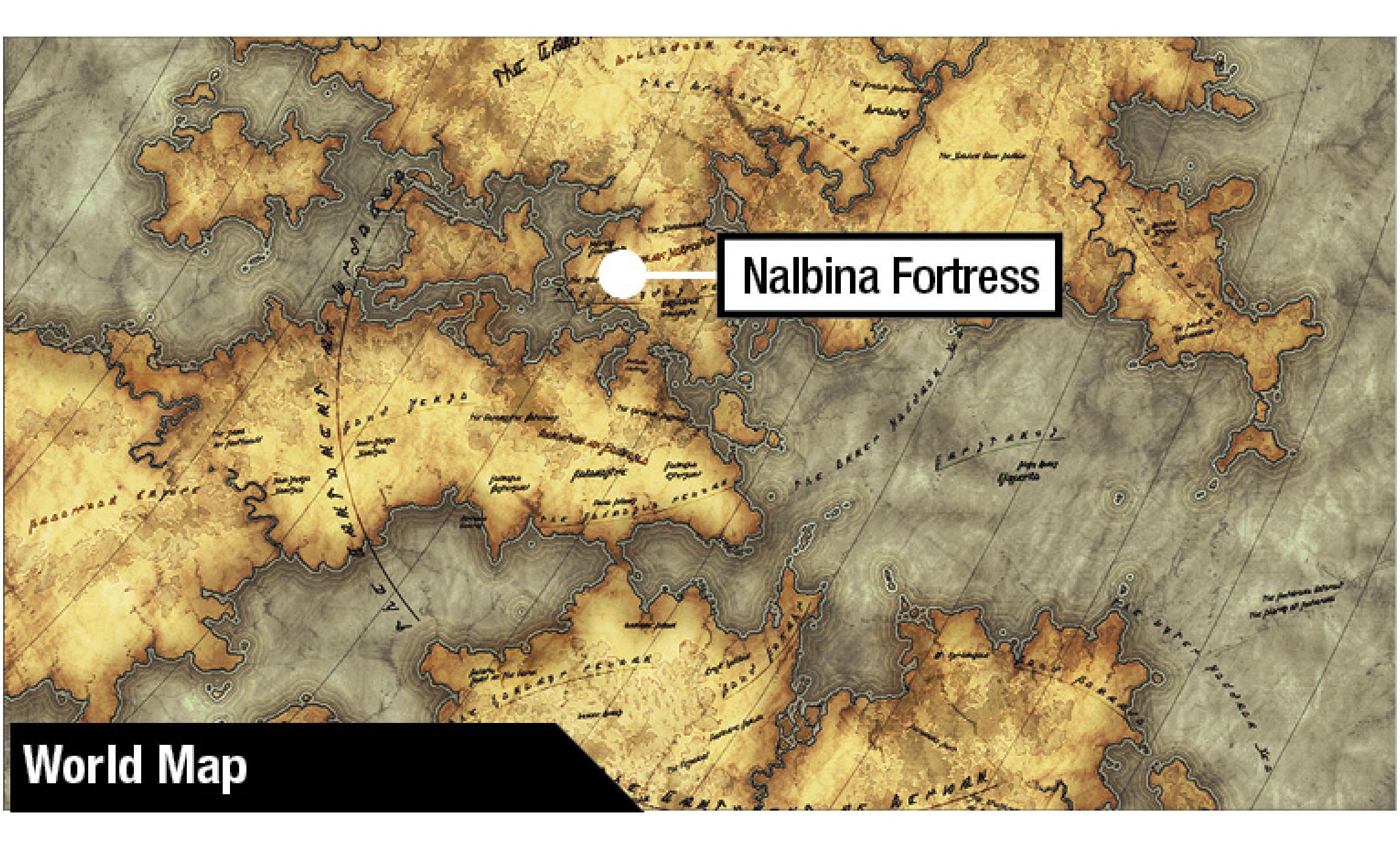
AIR CUTTER REMORA

LEVEL	HP
10	2200
EXP	**LP**
0	0

IMPERIAL MAGUS



LEVEL	HP
7	264
EXP	**LP**
0	0

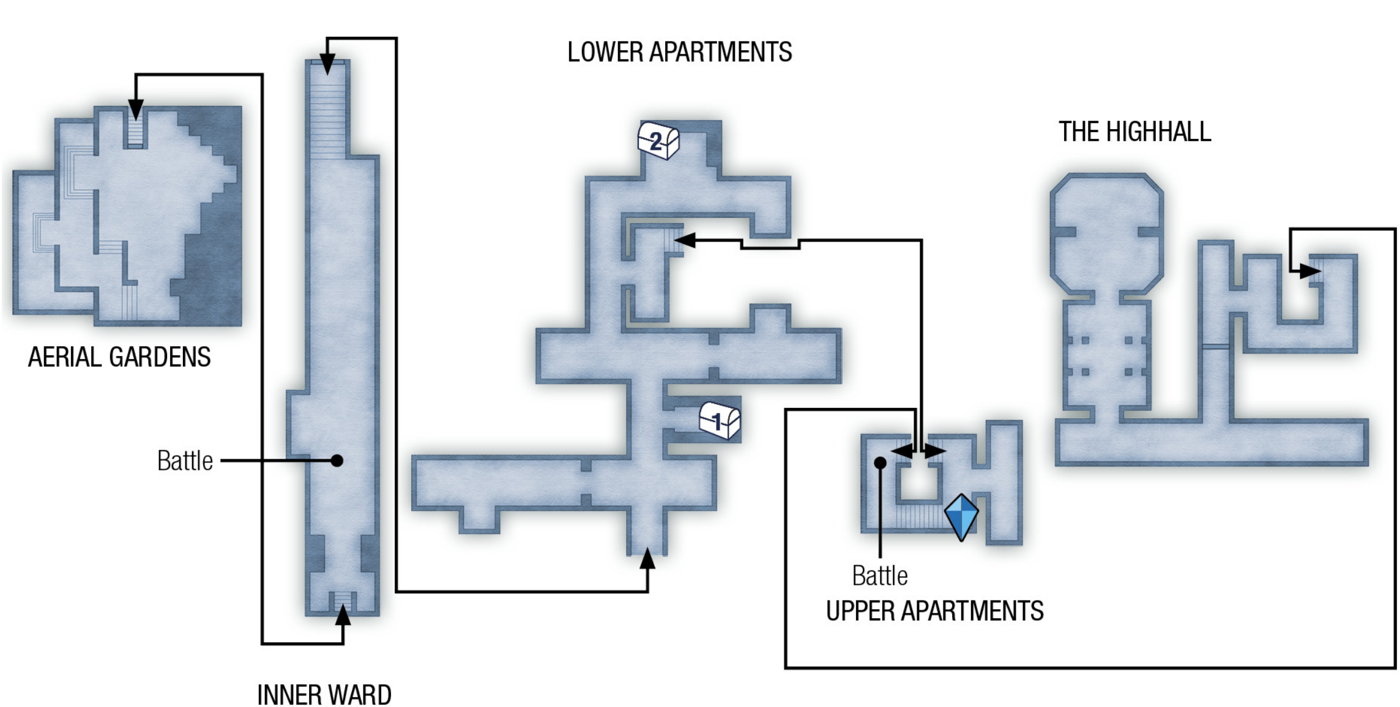


Action Checklist

1. Complete the basic tutorials.

2. Defeat the Air Cutter Remora.

3. Fight your way to the King.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	0%	–	Potion	Potion	–	–
2	100%	0%	–	Potion	Potion	–	–

Use the information above to determine the contents of the chests. The legend to the right is valid for every map in this walkthrough.

Learn the Basic Game Controls

As the story begins, you lay unconscious in the Aerial Gardens of the Nalbina Fortress. You are a Dalmascan soldier named Reks, 17, a mere boy orphaned by the war. Your captain, Basch, revives you and checks your condition. Your team includes several soldiers and Vossler Azelas, another esteemed member of the Order of the Knights of Dalmasca.

Note that Reks speaks of his younger brother back in Rabanastre; we'll meet him soon enough. For now, watch Basch decimate a squad of Imperial Swordsmen—he's quite an accomplished warrior—and then follow his directions as you take control of Reks.

As a young soldier named Reks, you join Basch in his attempt to halt the plot against King Raminas.

Talk and Review

Remember: Press ✕ to move conversations along. You can also press △ to select Log, which reviews previous exchanges in the current conversation. Press ○ to exit the log.

Move the right stick to move the camera view around, then use the left stick to walk toward Basch. After that, you learn about the Talk Icon. Walk to the Dalmascan soldier posted at the nearby gate and talk to him. Approach the iron gate to learn about the Action Icon, then press ✕ to open the gate.

Dalmascan

Save the hero stories for your brother once we're back in Rabanastre. Just listen to the Captain and we'll get through this.

Take control of Reks and follow Basch's simple commands.

After Reks and Basch climb the stairs to enter the next area, the Inner Ward, you learn about the Party Menu where you can examine your equipment and inventory. Then, prepare for the game's first fight! Basch points out the hostile red Target Line, which indicates that you're being targeted by an attacking enemy—in this case, an Imperial Swordsman.

The Attack Command

Remember that once you select a target for attack, you automatically continue the attack (if you're within range) until that foe is defeated. Even if you interrupt the attack to drink a healing potion or use another item, your character automatically resumes his or her attack after using the item.

Press ✕ to open the Battle Menu. The menu cursor already points to Attack, so just press ✕ to select that action. There is only one target choice, Imperial Swordsman A; the menu cursor already points to that selection, so just press ✕ again. Move Reks toward the enemy guard to initiate the attack and watch the action unfold.

Basch and his squad of Dalmascan soldiers quickly join in and make instant mincemeat of the poor Imperial. Now move forward across the bridge to trigger a quick event showing an approaching airship.

Beat the (Almost) Boss

The Air Cutter Remora is a boss… sort of. Note its red boss health bar across the top of the screen. When you fight any boss-type enemy, a similar bar appears. When you score hits, draining the boss's HP, the health bar drops. Open the Battle Menu and attack the airship.

The health of this airship "boss" is measured by the red bar across the top of the screen.

Of course, this is a tougher fight, so keep an eye on the HP counter next to Reks's name in the lower-right corner. In the unlikely event that it drops below 50 or so, you can replenish HP with a Potion or use a Cure magick spell.

Someone's Got Your Back

Actually, you don't need to heal Reks at all during the battle with the Air Cutter Remora. One of the Dalmascan Soldiers automatically keeps everyone healthy with Potions.

To Drink a Potion

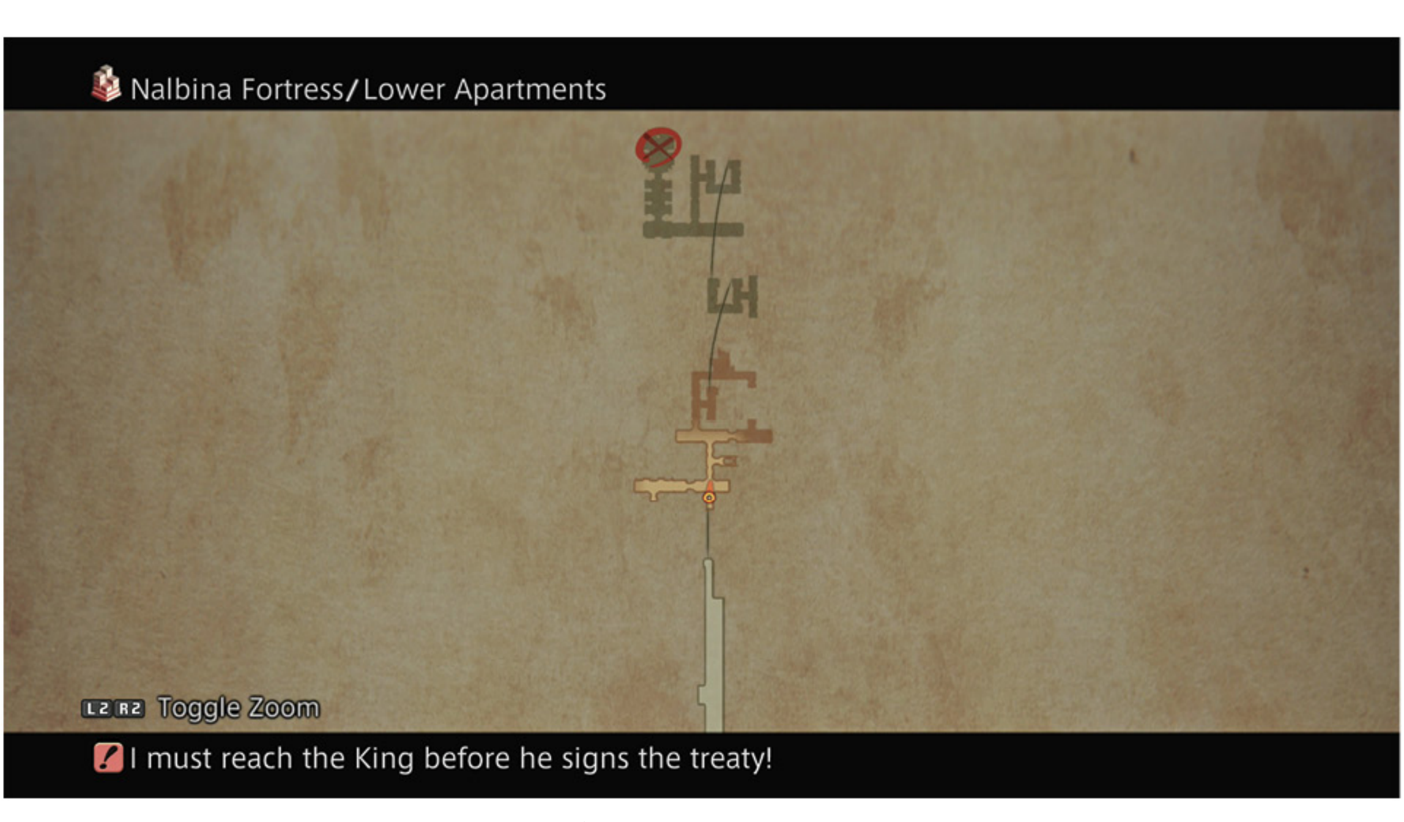
- Open the Battle Menu and select Items. Then select Potion (you start with 8 of them) and select Reks to restore some of his HP. If your HP gets really low, you can use a Hi-Potion instead. Hi-Potions restore a greater number of HP than regular Potions.To Cast Cure
- Open the Battle Menu and select Magicks & Technicks. Select White Magicks, then select Cure (the only choice for now). Finally, select Reks; he will cast a Cure spell on himself and restore some HP. This costs 8 MP (Mist Points), so Reks's MP counter will drop from 46 to 38. But you generate MP whenever you run, so you can push your MP back to 46 soon enough.

The Air Cutter Remora hovers low enough that regular sword attacks can strike it (this isn't always true of flying foes, but you'll learn more about that later). But you can also sling a magick attack at the craft. Select Black Magicks from the Battle Menu, then select Thunder. Next, select your target, the Air Cutter Remora. Now watch Reks fire a nasty bolt of lightning at the airship.
Once the Remora's health bar drops to about the halfway mark, Basch unleashes a blistering special attack that knocks it silly. (Note: This is a Quickening. You'll get to use these powerful attacks later in the game.) Watch as the Air Cutter Remora disengages and runs. Then prepare for another assault.

Climb Through the Fortress

More Imperial Swordsmen descend the stairs directly ahead and attack the group. Your party makes quick work of them with or without your help, but you might as well get in a few good licks for the fun of it. If you exit to the south and reenter the Inner Ward, a few more enemy swordsmen will rush downstairs. You can wait here and practice your combat, if you want; otherwise, ascend the staircase to the next area.

As you reach the area boundary (the dotted blue line across the doorway), Basch gives another tutorial. This time he points out the Minimap and then explains how to access the fuller picture of the Location Map by pressing the touch pad. Try it just for practice. Use the left stick to scroll the map, and press the L2 or R2 buttons to zoom in or out. You can also bring up an overlay of the map while moving around by pressing in the left stick, the L3 button.



I must reach the King before he signs the treaty!

Press the touch pad and check out the Location Map. The red 'X' marks your destination, and your objective is described at the bottom.

Note that your destination is marked by a red 'X' on the map. Also note that your current objective is described just below the map. In this case, it reads: "I must reach the King before he signs the treaty!"

Now move into the next area, the Lower Apartments. This triggers a short event where Basch talks about Vossler and their mission to get the King to safety. He believes that King Raminas is safe until he puts his royal seal to the treaty. Better hurry!

Treasure
Reks
HP 110 133 MP 39

Don't miss these treasures scattered throughout many areas in the game. They hold valuable items and gil rewards, all for free!

Head north from where you start this area until Basch advises, "Ofttimes retreat is the wiser course." To disengage from a battle and flee, press and hold the R2 button and run away. After you press ✕ to end this conversation, more Imperial Swordsmen will attack from the north and south. Dispatch them and head into the small supply alcove to the east filled with helmets and spears and other equipment. A treasure chest sits in the back corner. Find and open it to obtain a useful item.

Exit the alcove and go north, west, and north again, keeping an eye out for more imperial attackers. Don't miss a second treasure in the far north hall tucked behind some crates and barrels. Then return south and veer east to a grand staircase. Turn left and take the staircase leading up to the next level, the Upper Apartments.

Save Your Game!

Turn right and walk up toward the glowing blue Save Crystal in the corner. After Basch explains how it works, approach it and press ✕ to fully restore your HP and MP, then select "Yes" to save your current game. After doing so, turn and climb the stairs to trigger another event.

Save Crystal
Save your current game?
Yes
No
Confirm

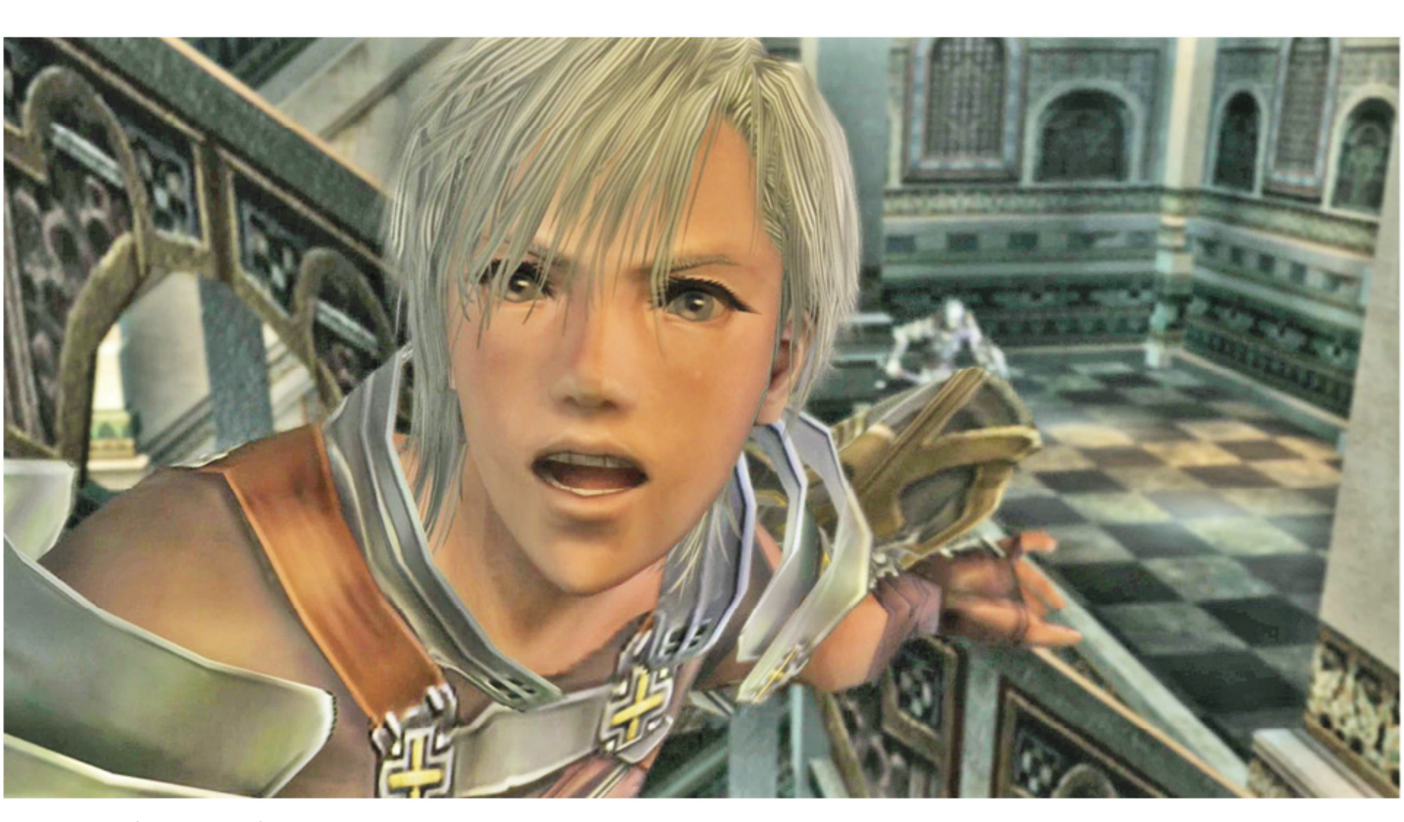
Save Crystals are always a welcome sight. Touching a crystal replenishes the HP and MP of your entire party, and gives you a chance to save your game.

Save Every Chance You Get!

We strongly recommend that you save your game at every crystal you encounter. This can be a tough game and you never know what's around the next corner.

Fight to the Highhall

More guards spot the party on the staircase. Reks bravely sends Basch and the others ahead to save the King and turns to fight against the imperial pursuers. Here's your first solo fight.

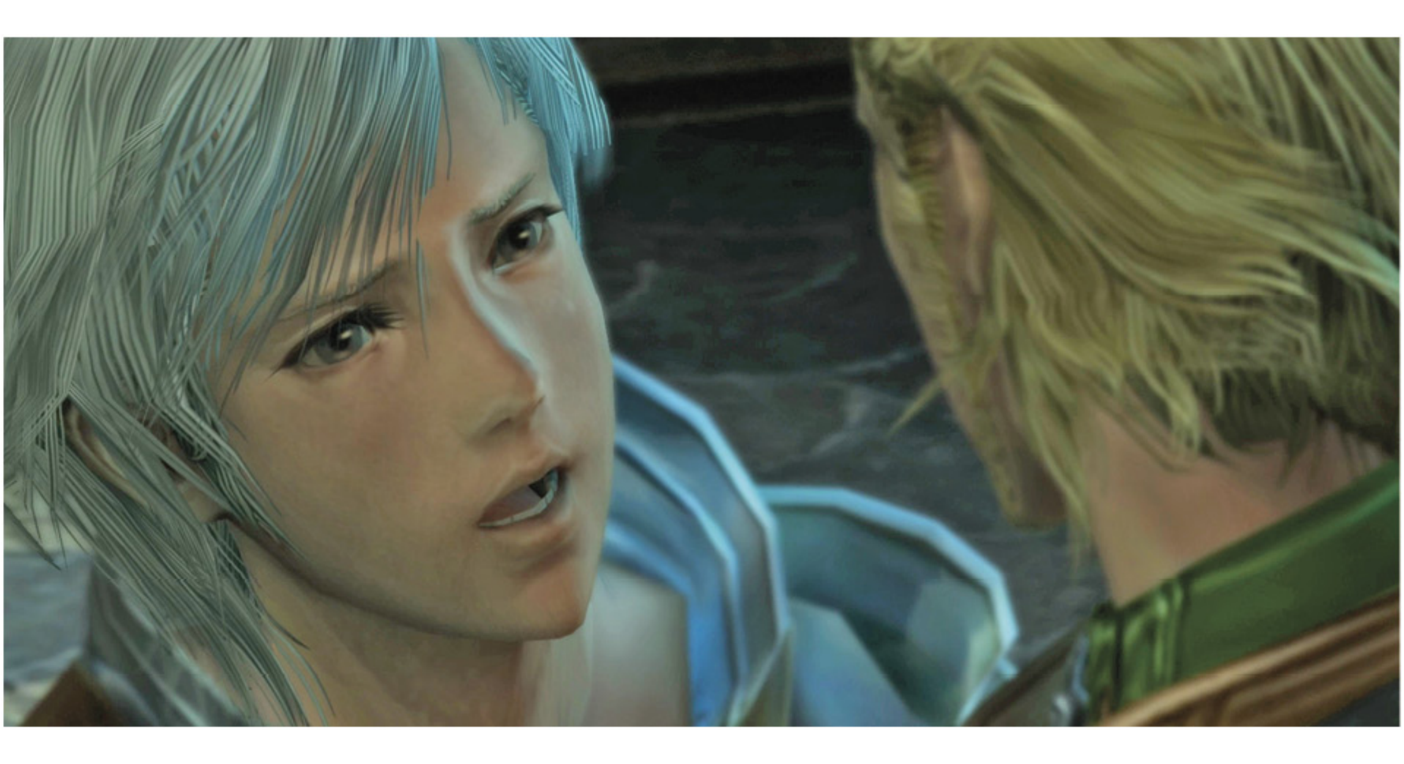


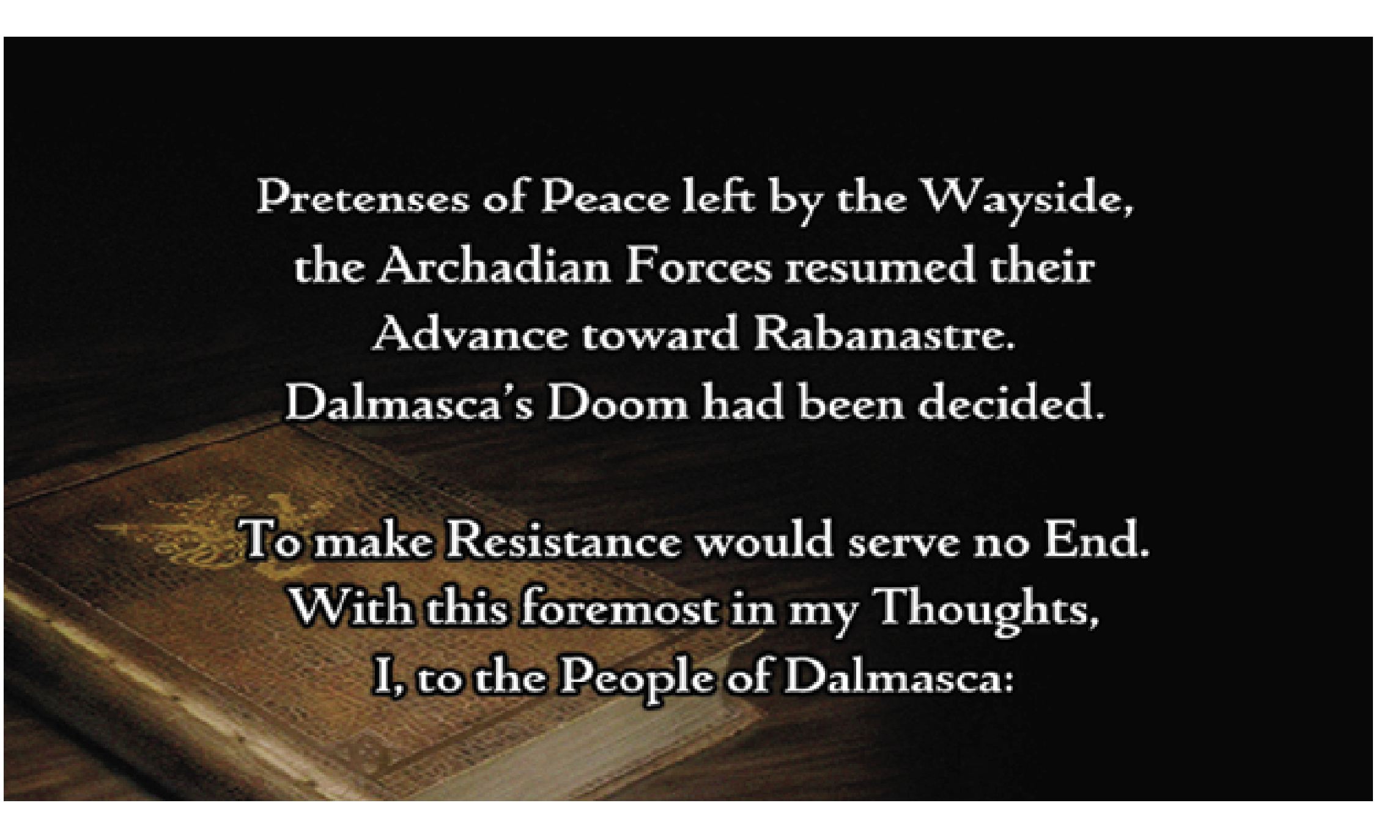
Be patient and stay focused on one enemy at a time.

Just use the tactics you learned before. Nobody will automatically heal Reks now, so keep a close eye on his HP and be ready to use Potions or Cure spells. You should be strong enough to take on the first three Imperial Swordsmen without having to resort to health restoratives.

After the fight, follow the hall west and south to the big Passage Door. Press ✕ to open the door and continue south.

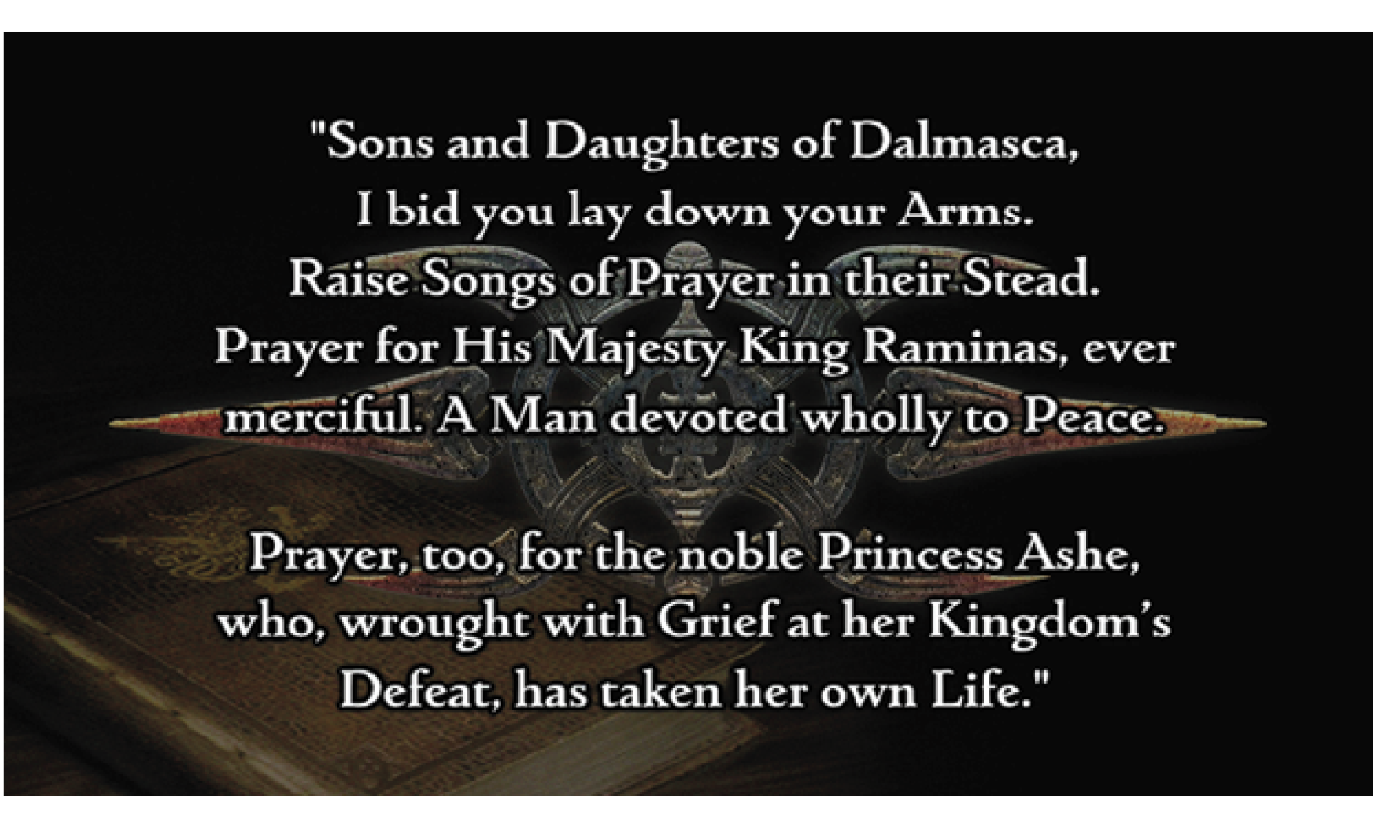
Follow the corridor around the corner to another closed door. As you approach it, you trigger a final, disturbing scene as Reks enters the hall.





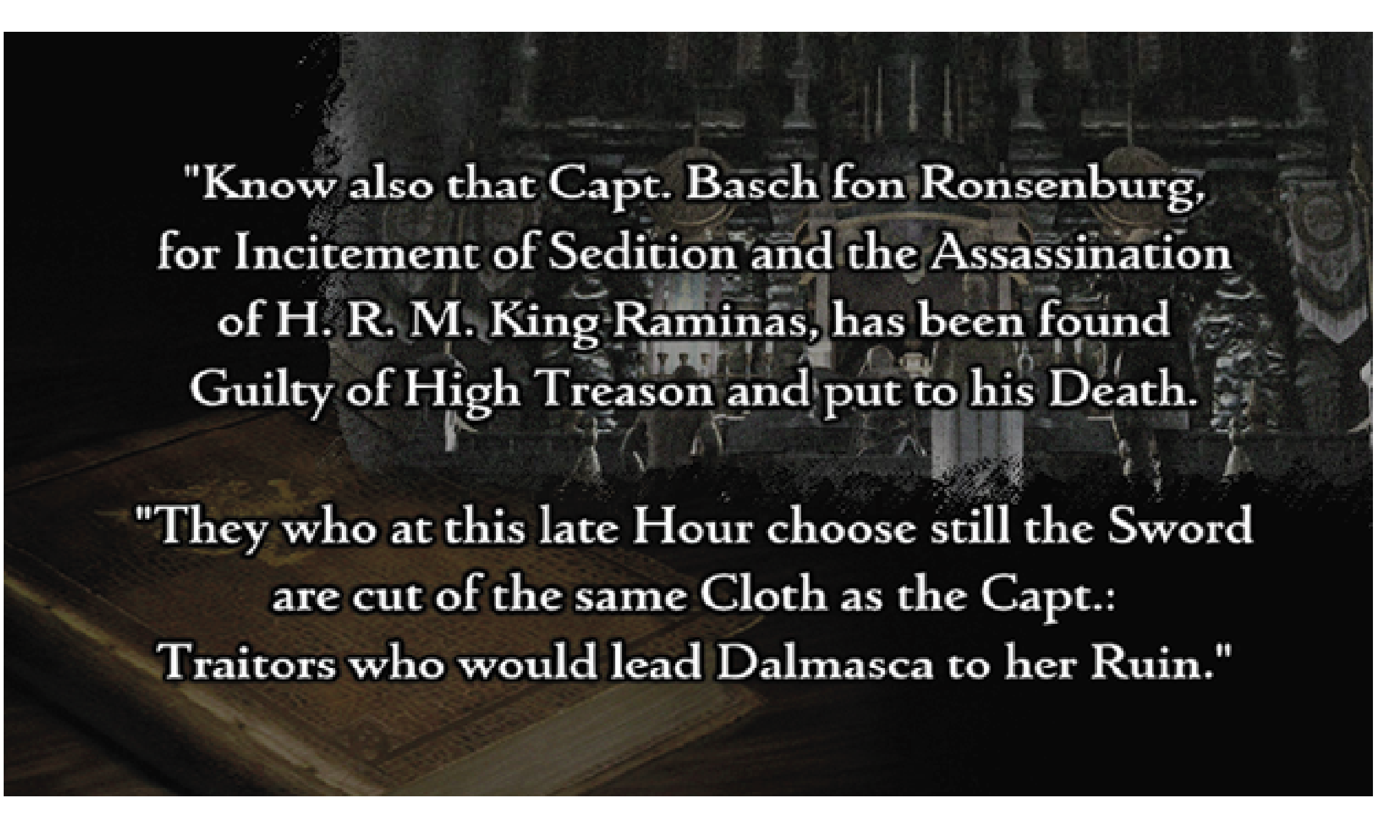
Pretenses of Peace left by the Wayside,
the Archadian Forces resumed their
Advance toward Rabanastre.
Dalmasca's Doom had been decided.

To make Resistance would serve no End.
With this foremost in my Thoughts,
I, to the People of Dalmasca:



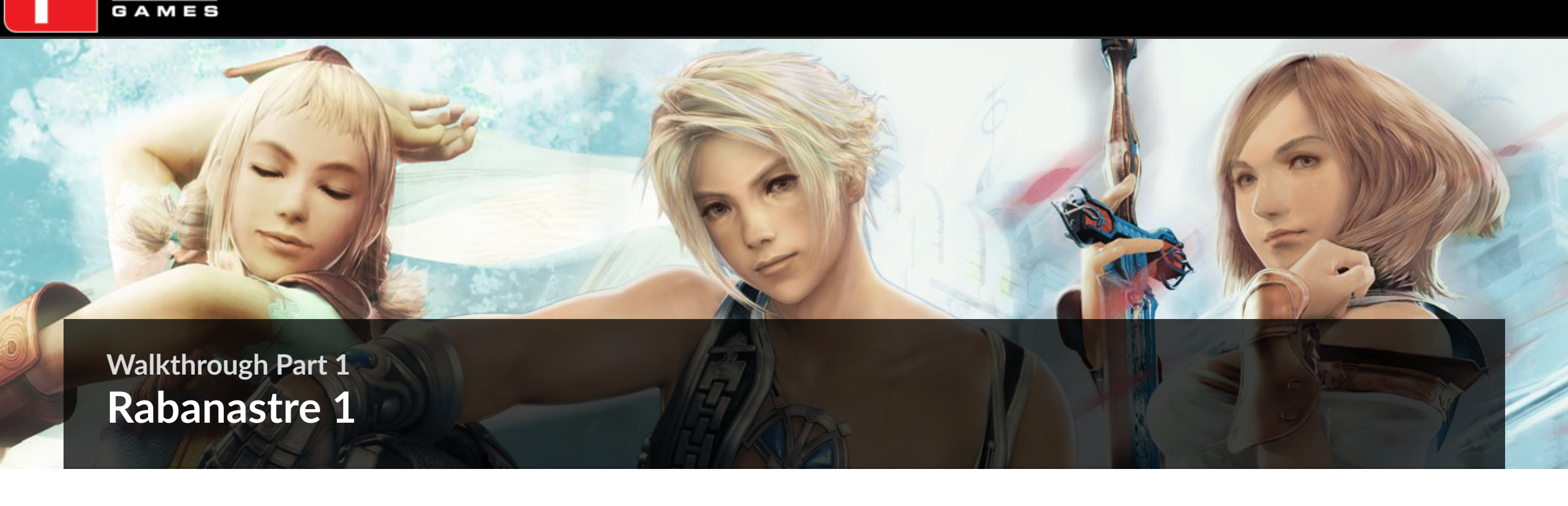
"Sons and Daughters of Dalmasca,
I bid you lay down your Arms.
Raise Songs of Prayer in their Stead.
Prayer for His Majesty King Raminas, ever
merciful. A Man devoted wholly to Peace.

Prayer, too, for the noble Princess Ashe,
who, wrought with Grief at her Kingdom's
Defeat, has taken her own Life."



"Know also that Capt. Basch fon Ronsenburg,
for Incitement of Sedition and the Assassination
of H. R. M. King Raminas, has been found
Guilty of High Treason and put to his Death.

"They who at this late Hour choose still the Sword
are cut of the same Cloth as the Capt.:
Traitors who would lead Dalmasca to her Ruin."



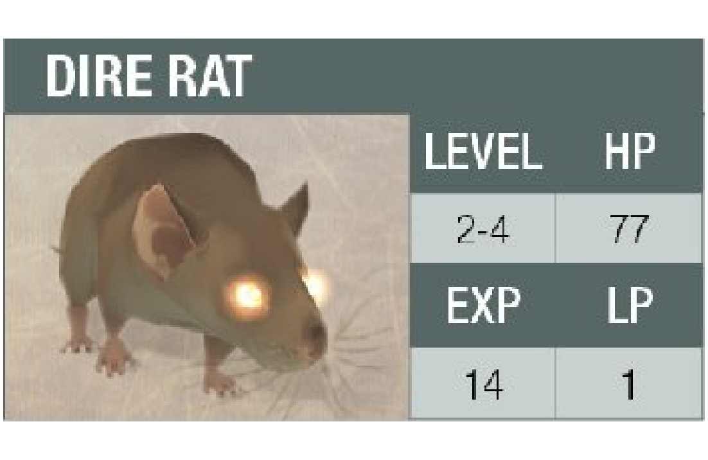
Walkthrough Part 1

Rabanastre 1

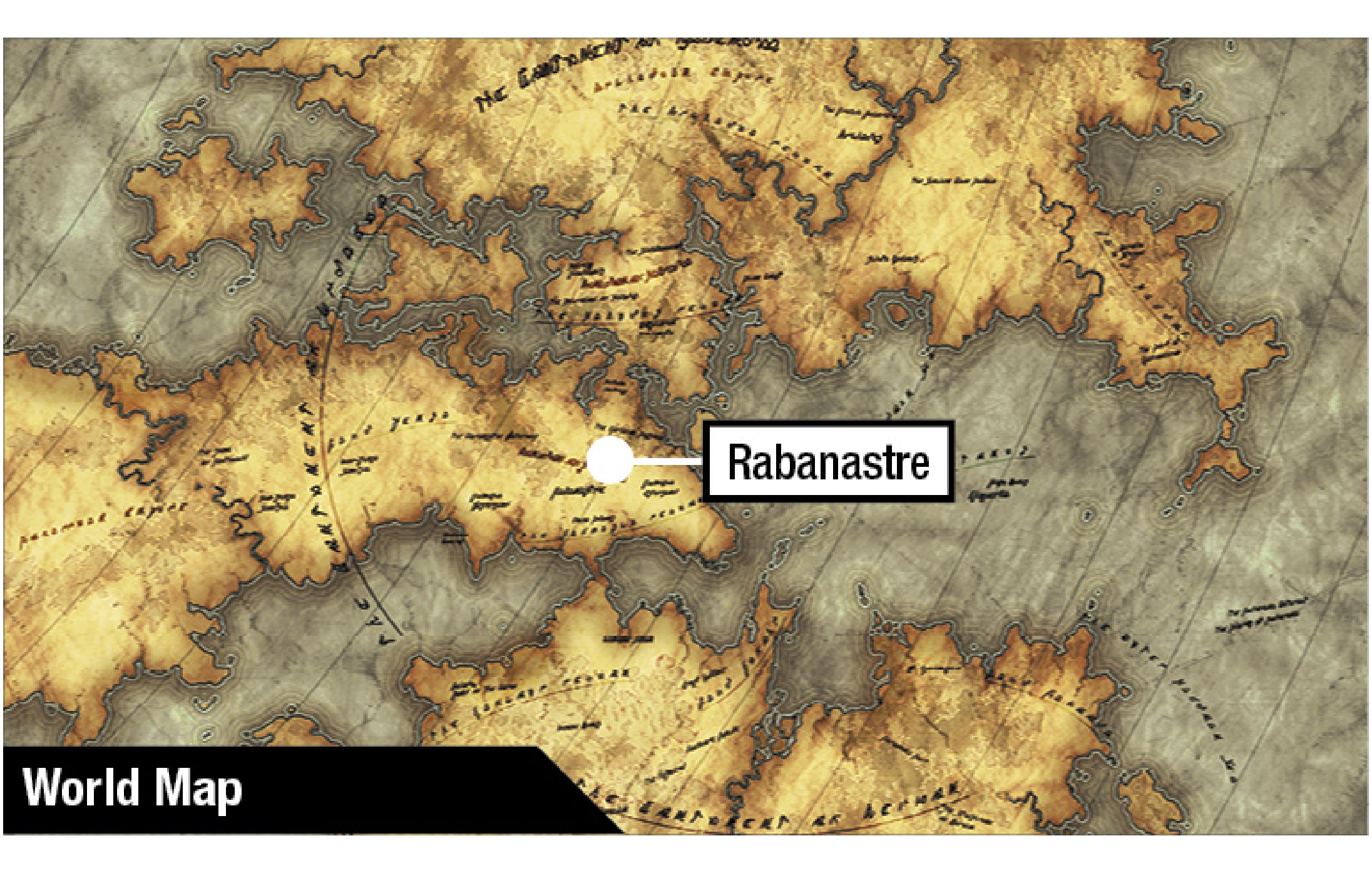
OBJECTIVE

Help Migelo and Tomaj

Run an errand for Migelo the shopkeeper and then complete your first monster hunt assignment in the Estersand.



DIRE RAT		
	LEVEL	HP
	2-4	77
	EXP	LP
	14	1

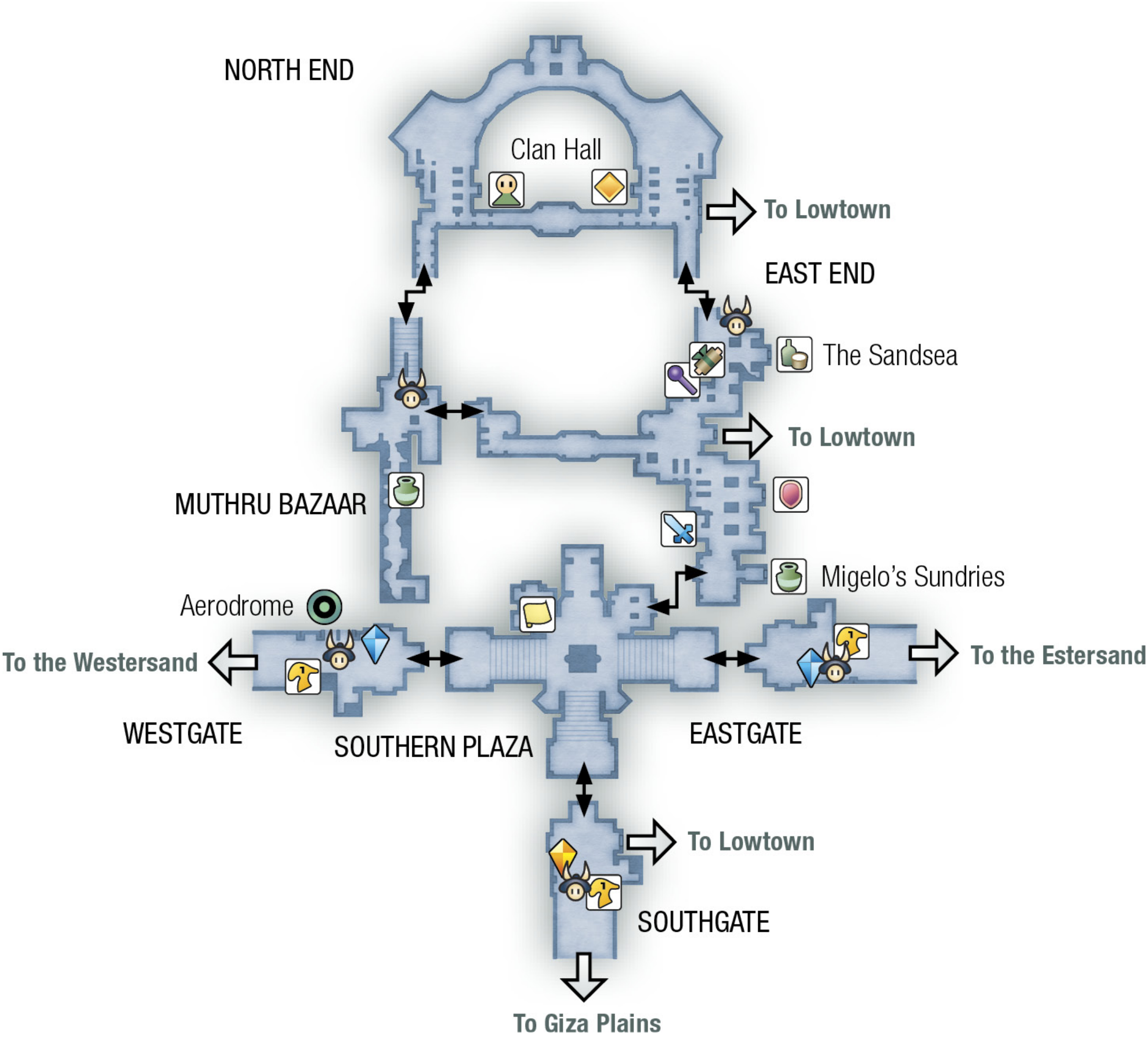


Action Checklist

1. Kill the dire rats.

2. Visit Migelo to get an errand.

3. Find Kytes at the Sandsea and talk to Tomaj.



Rid the Waterway of Rats

The story picks up two years later in the underground waterways beneath occupied Rabanastre. A small boy, Kytes, calls to an older boy named Vaan, who wants to "clean house" in the vermin-infested waterway. Once you gain control of Vaan, slice up the three aggressive Dire Rats in the area to trigger a long event that introduces you to Vaan's life.

One Way Out

Vaan can't explore other parts of the waterway yet, so just kill the three rats in the area. It's the only way out of the Overflow Cloaca for now.

Minimap Enemies

The Dire Rats will scurry all over the area. To track them, use the game's Minimap. Remember, enemies always appear as red dots.

Kytes suggests that Vaan visit Migelo, the shopkeeper, who might have some errands to run. Vaan, of course, feels like he has more important things to do. The scene then shifts to the streets above. The city, despite the Archadian occupation, bustles with commerce and other activities. Vaan spots a pair of Imperial guards harassing a street merchant and he decides to intervene by plying his own "trade" by stealing the guard's pouch!

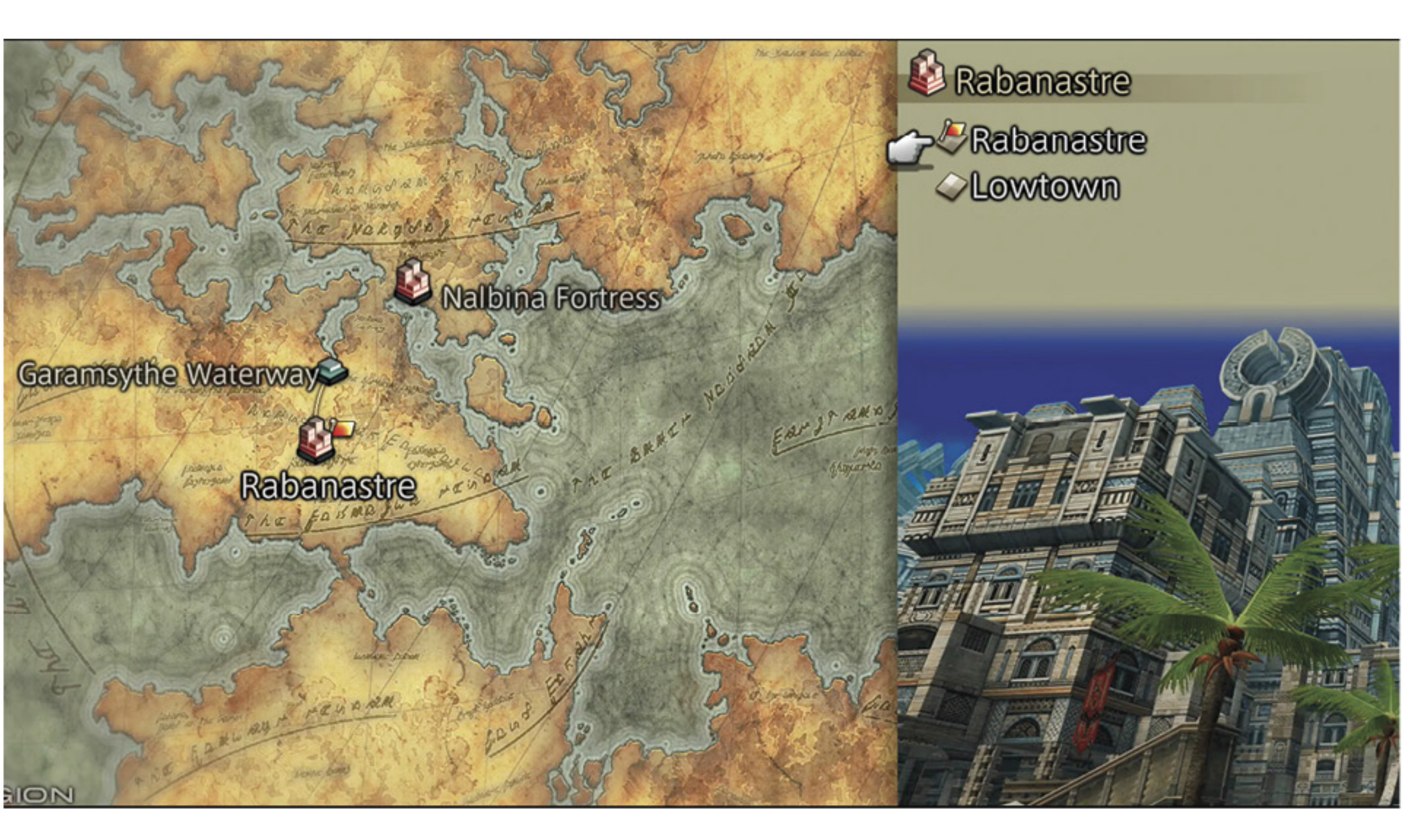
Year 706 Old Valendian
Two Years After the Fall of Dalmasca

As Vaan escapes with his stolen loot, he bumps into his friend Penelo, another street orphan. As they talk, Penelo articulates the creed that Vaan supposedly lives by: the Imperials have robbed the people, so "it's only fair that we take it back." In fact, it's their duty as Dalmascans.

As a huge air cruiser passes overhead, Vaan expresses his deepest desire: "One day, I'll fly an airship of my own. I'll be a sky pirate, free to go where I will." Penelo doesn't argue. But for now, she suggests (like Kytes) that he visit Migelo and lend a hand.

Find Migelo

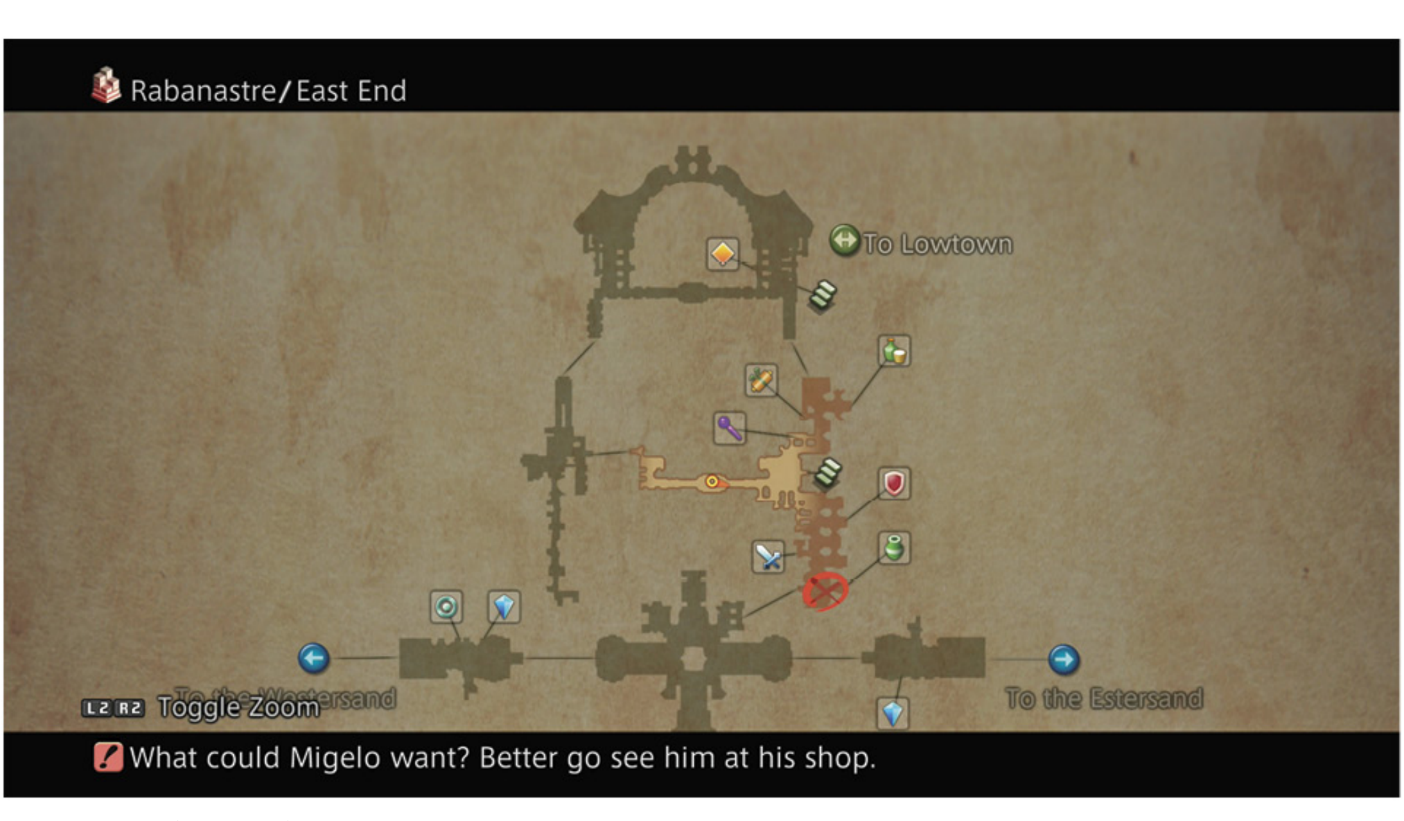
Maybe you should do as the kids suggest: go and see Migelo. A brief map tutorial now adds the World Map to the Party Menu. Press △ to open the Party Menu, then select World Map to take a look. The three locations you've visited so far are listed on the map: Nalbina Fortress, Garamsythe Waterway (Vaan's brief rat-killing adventure), and now Rabanastre.



The World Map is a handy accessory that logs maps of every place you visit as well as any unexplored areas for which you may buy or find maps.

If you select Rabanastre, you see its maps broken down further: one for the upper city and one for an area called "Lowtown." We'll explore Lowtown soon enough, but for now, let's find Migelo.

When you open the Rabanastre map, you will find Migelo's location indicated by the flashing red 'X.' Hey, it's nearby. Head due east to the intersection and veer right, bearing south until you trigger another event.



What could Migelo want? Better go see him at his shop.

Your starting spot (circled here) is not far from where the red 'X' says Migelo is waiting.

The "Me" Cursor

The map of your current location will always feature a flashing orange circle that marks your exact position. The pointer on the circle indicates the direction you currently face.

Migelo, a bangaa trader, is waiting for some goods to arrive for the palace banquet tonight. Unfortunately, they have not yet turned up, so he has had to order some replacement goods from Tomaj over at the Sandsea, a local tavern. Kytes was supposed to run this errand, but Migelo has seen no sign of him. Your new objective is to find Kytes at the Sandsea and see that the young boy completes his errand.

Migelo sends you to the Sandsea to track down Kytes and get him back on task.

Find Kytes at the Sandsea

Press the touch pad to access the Rabanastre map, then use the directional buttons to highlight your current location, which is the East End. Press ✕ to see a list of all the establishments in East End. Most of Rabanastre's important shops (for your purposes) are in this district, along with the Sandsea. Note that the red 'X' indicating Kytes's location is right on top of the Sandsea.

Don't Be a Stranger

Talk to people on the streets of Rabanastre. Some folk speak only of their personal concerns, but others discuss the greater concerns of the city. For example, you'll hear much about an upcoming ceremony welcoming the new Consul, newly arrived from Archadia to govern Dalmasca. As a general rule, if a person has a generic title, like "Rabanastran," they'll share brief local details to help flesh out the world of Ivalice, but you're also usually safe skipping a chat with them if you're in a hurry. If someone's actual name is displayed over their head, it's very likely you'll have an errand or side quest involving them at some point later on.

Head north along the East End street to the Sandsea and enter to trigger an event. Vaan finds Kytes, who points out the Notice Board and says, "This is why Migelo's courier didn't get here on time!" Tomaj comes over and describes the "nastiness" in the Estersand that's harassing the couriers. He's posted a bill offering a reward for anyone who can hunt down the creature.

Rabanastre
East End

Go to the Sandsea to find Kytes and learn about the Tomato monster harassing the couriers and disrupting trade in the Estersand.

Mandatory Hunt

This first hunt is the only "official" one in the game that is required to progress the story. One of its purposes is to acquaint you with the Notice Boards and the hunt process. You'll find Notice Boards in most towns across Ivalice.

This "work" is certainly more to Vaan's liking. When the scene ends, Tomaj explains that people post bills on the Notice Board when they need a monster eliminated. Note that when you accept a hunting job, the monster you're tracking is called your "mark."

When Tomaj shows the bill again, select the dialogue choice that asks to learn more about hunts. Tomaj explains how you must contact the petitioner who posted the bill to accept the job and learn where to find the mark. Then, after you complete the hunt, you must report back to that person to claim your bounty. Tomaj also hands over a Clan Primer to help keep track of hunts. You can now access the Clan Primer via the Party Menu.

Read the Primer!

The Clan Primer is loaded with tips and info of varying degrees of usefulness. After Tomaj gives it to you, open it (from the Party Menu) and read all the topics, especially the Traveler's Tips.

Finally, Tomaj relinquishes an Orrachea Armlet, a basic accessory that raises a character's Max HP by 25 and Defense and Magick Resist by 1 when the item is both licensed and equipped. Unfortunately, you don't have a license for it yet.

This leads to a brief tutorial on the process of selecting jobs and licensing in *THE ZODIAC AGE*. This definitive edition of *FFXII* includes 12 distinct jobs in which characters can specialize.

A job is taken up by selecting that job's license board. When party members first join, one job can be selected for them, and one job only—job choices cannot be changed later. From a job's license board, spend License Points (LP) to unlock licenses. Any piece of gear you equip, any technick you use, and any magick you cast requires that a corresponding license be purchased with LP.

However, partway through the story, the ability to add a second job is acquired! The second job's abilities combine with the first in equal measure—characters have simultaneous access to all licensed abilities and boosts from both license boards.

Selecting jobs is no small choice. There's no hurry—you can play for quite some time and simply avoid selecting any jobs, using basic abilities and hoarding LP along the way. Not until events in the Tomb of Raithwall does it begin to get difficult without any jobs assigned, and that's when access to second job license boards become available anyway.

Veterans of original *FINAL FANTASY XII* might consider plowing through to that point without picking any jobs. (The main gameplay difference along the way is that you'll have to chug a lot of Potions, so stock up.) Once the full party is assembled and second board access available, this is a perfect place to create several copies of a "master save." The full party assembled without jobs assigned is the perfect jumping-off point to experiment with all the jobs for a bit before reloading the save and locking in, and to use as a "clean" branch-point for another party configurations on a different playthrough.

The Zodiac Job System section of this book is designed to help you make party job choices that will be lasting and fun. If you don't feel like delaying license board selection as described above, at least take some time to check out that section of the guide, which is full of helpful job references and considerations, most of which are not at all obvious when you're first allowed to pick.

More on jobs and Licensing

For an in-depth look at the licensing process in this game, see "Zodiac Job System" chapter of this book. For more on how armor and weapons work, see those respective chapters in this book.

In order to use weapons, armor, and magicks, you must first obtain the proper license. Learn the licences that support your playstyle to create you own unique party.

You must choose a license board in order to obtain licenses. There are twelve boards, each allowing you to develop a character with unique abilities. Once you choose a board, it cannot be changed.

Tomaj gives you a Writ of Transit so that you can exit the city gates; he suggests that you leave via the East Gate to find your "mark" in the Estersand. Also note that the Licenses category has now been added to the Party Menu. When Tomaj has finished talking, a graphic flashes on-screen to signify the beginning of the hunt for the Rogue Tomato.

Rogue Tomato
The Hunt Begins

The screen says it all. You get a similar screen each time you accept a hunt from a petitioner.

Check the Bestiary!

Regularly open the Clan Primer and read the Bestiary entries. There is only one creature listed right now, the Dire Rat you defeated in the waterway. Each time you defeat a new foe, information about it will appear in the Bestiary.

Some Bestiary entries have additional pages which contain useful information (these extra pages of detail and lore unlock after defeating certain numbers of each foe, which the Bestiary tracks for you). Always read these when you get a chance. You can learn about a region's characteristics, get a list of ingredients needed for special items, pick up historical tidbits of interest, or learn other worthwhile info.

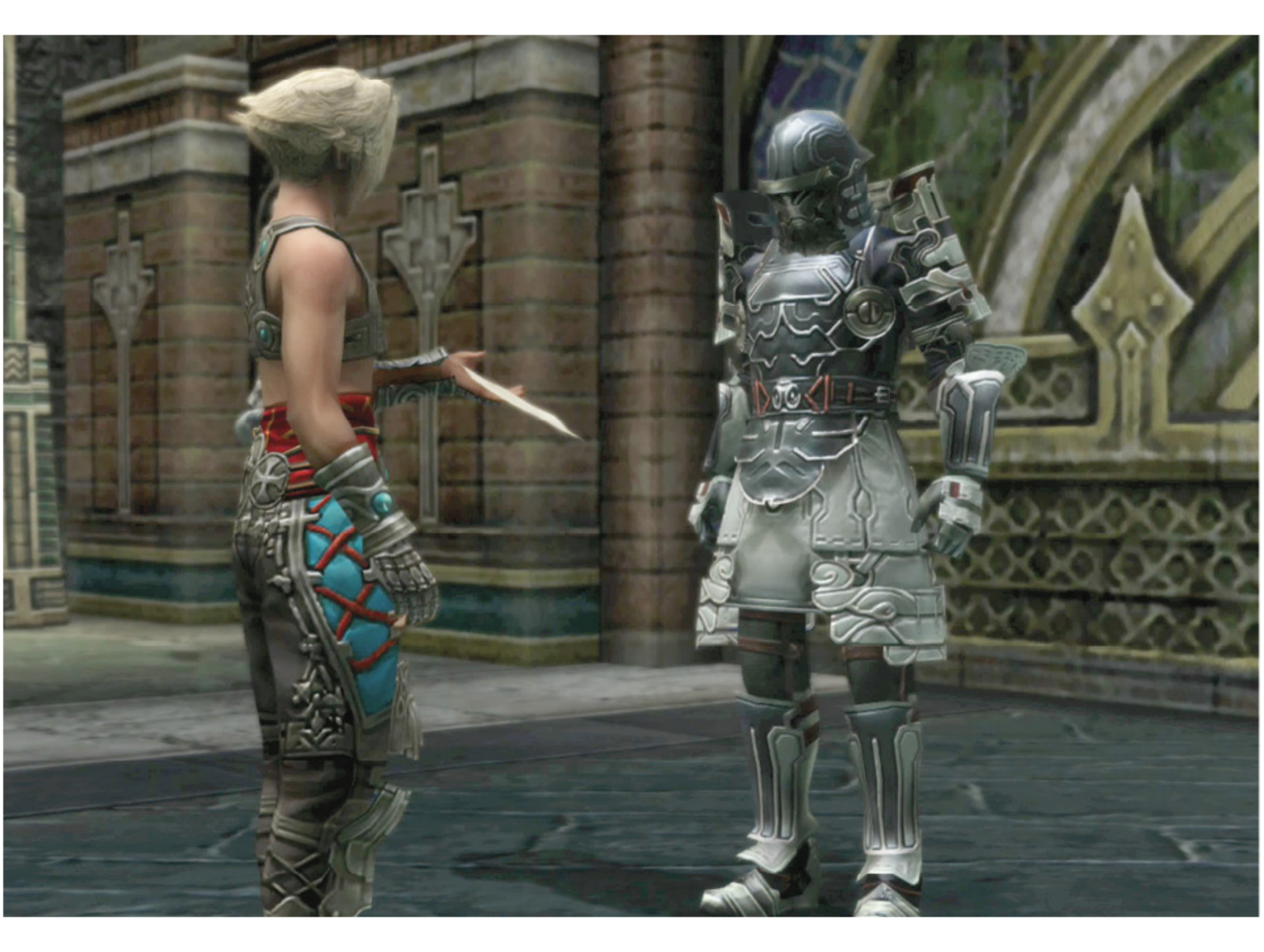
Ask Tomaj

Tomaj stands at the bar in the Sandsea after your meeting with him. Talk to him any time if you need to review how to hunt marks or how licenses work.

Get to the Dalmasca Estersand

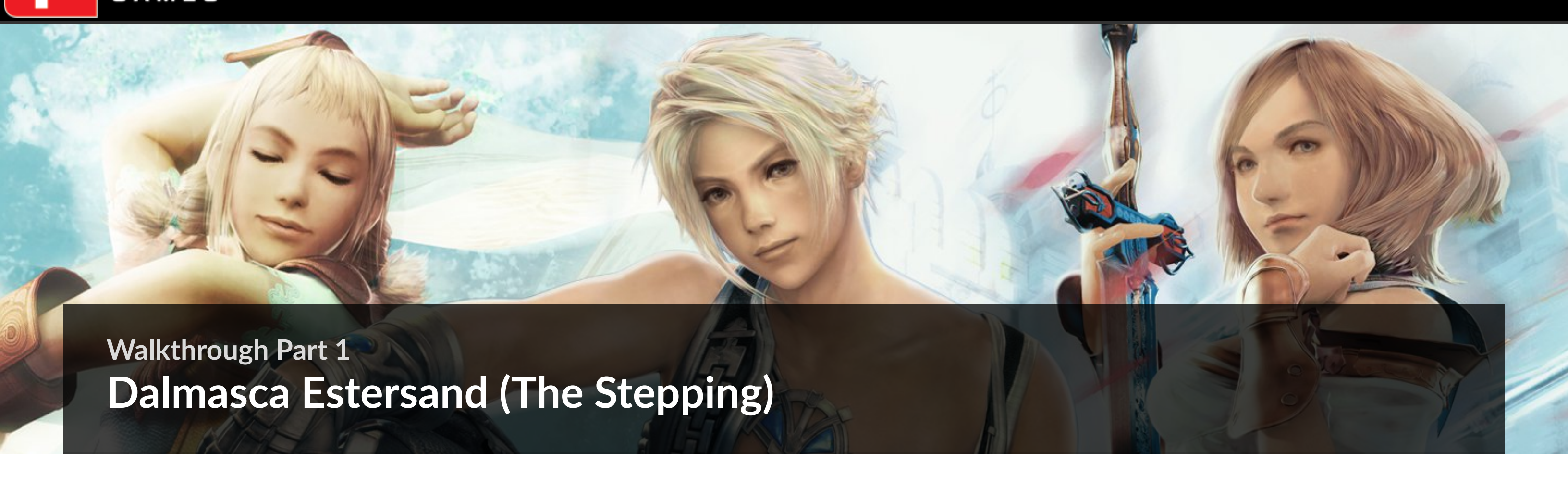
Press the touch pad to open the Rabanastre map and plot your path down to the flashing red 'X' at Eastgate. Before you leave East End, though, we recommend that you explore the shops to see what's available (not much yet), then stop at Migelo's Sundries to purchase a couple of extra Potions just to be safe.

From East End you must go into the Southern Plaza, then down the eastern stairs to Eastgate to trigger an event. The Imperial guard tries to halt Vaan, but Vaan's Writ of Transit gets him through the gate. Once you're in Eastgate, save your game at the blue crystal and head due east into the Estersand.



Need to Get Back In?

See how others are queuing up at the gate to return to the city? If you change your mind and decide to go back inside, you must speak to the Imperial at the back of one of the two lines and then wait your turn to reenter Rabanastre.



Walkthrough Part 1

Dalmasca Estersand (The Stepping)

CACTITE

LEVEL	HP	EXP	LP
4-8	100-136	31-40	1

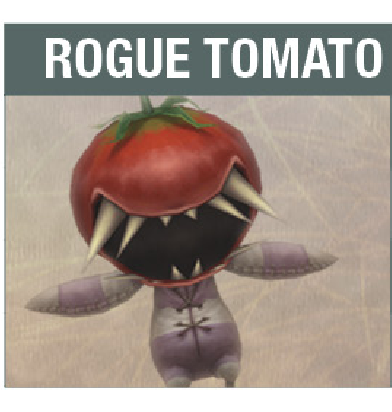
COCKATRICE

LEVEL	HP	EXP	LP
3-5	136-152	11-15	1

WOLF

LEVEL	HP	EXP	LP
2-7	94-134	9-13	1

ROGUE TOMATO



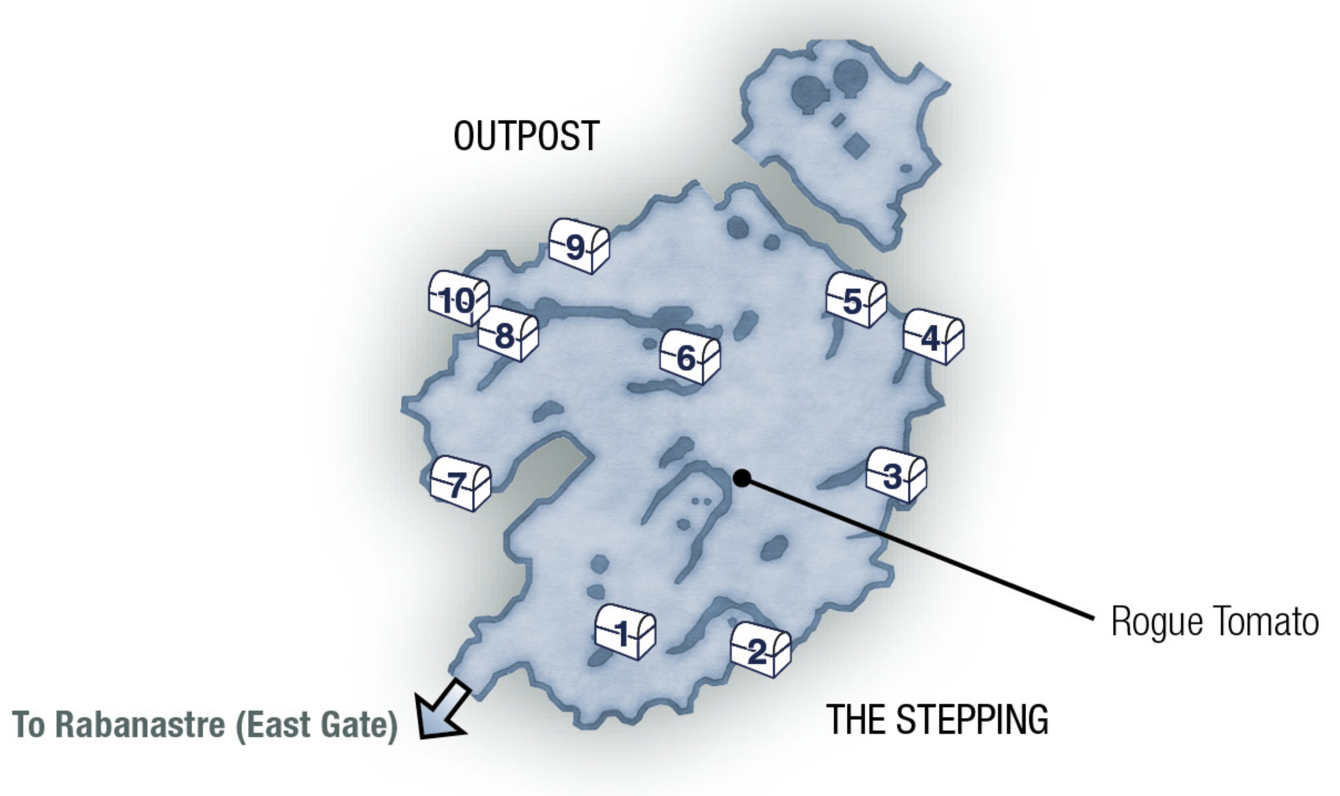
LEVEL	HP	EXP	LP
2	134	0	3

Action Checklist

1. Hunt the Rogue Tomato for Tomaj.

2. Return to Tomaj for your bounty.

3. Visit the Clan Hall.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

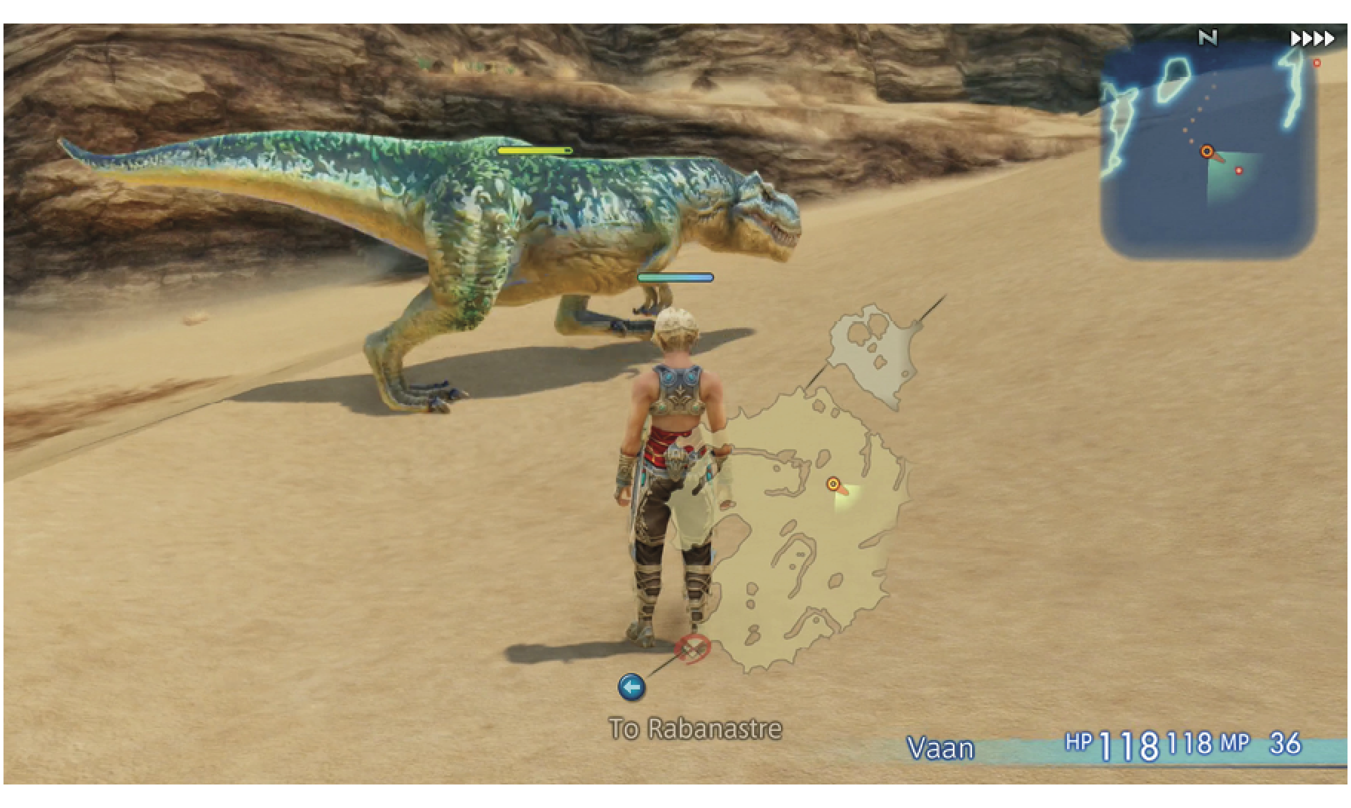
	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	75%	35%	~35	Antidote	Antidote	Knot of Rust	Meteorite (A)
2	75%	35%	~35	Potion	Potion	Knot of Rust	Meteorite (A)
3	75%	30%	~120	Potion	Potion	Knot of Rust	Meteorite (A)
4	75%	35%	~35	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
5	75%	35%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
6	75%	35%	~35	Potion	Potion	Knot of Rust	Meteorite (A)
7	75%	35%	~30	Potion	Potion	Knot of Rust	Meteorite (A)
8	75%	35%	~35	Potion	Potion	Knot of Rust	Meteorite (A)
9	75%	35%	~30	Potion	Potion	Knot of Rust	Meteorite (A)
10	75%	35%	~100	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)

Hunt the Rogue Tomato

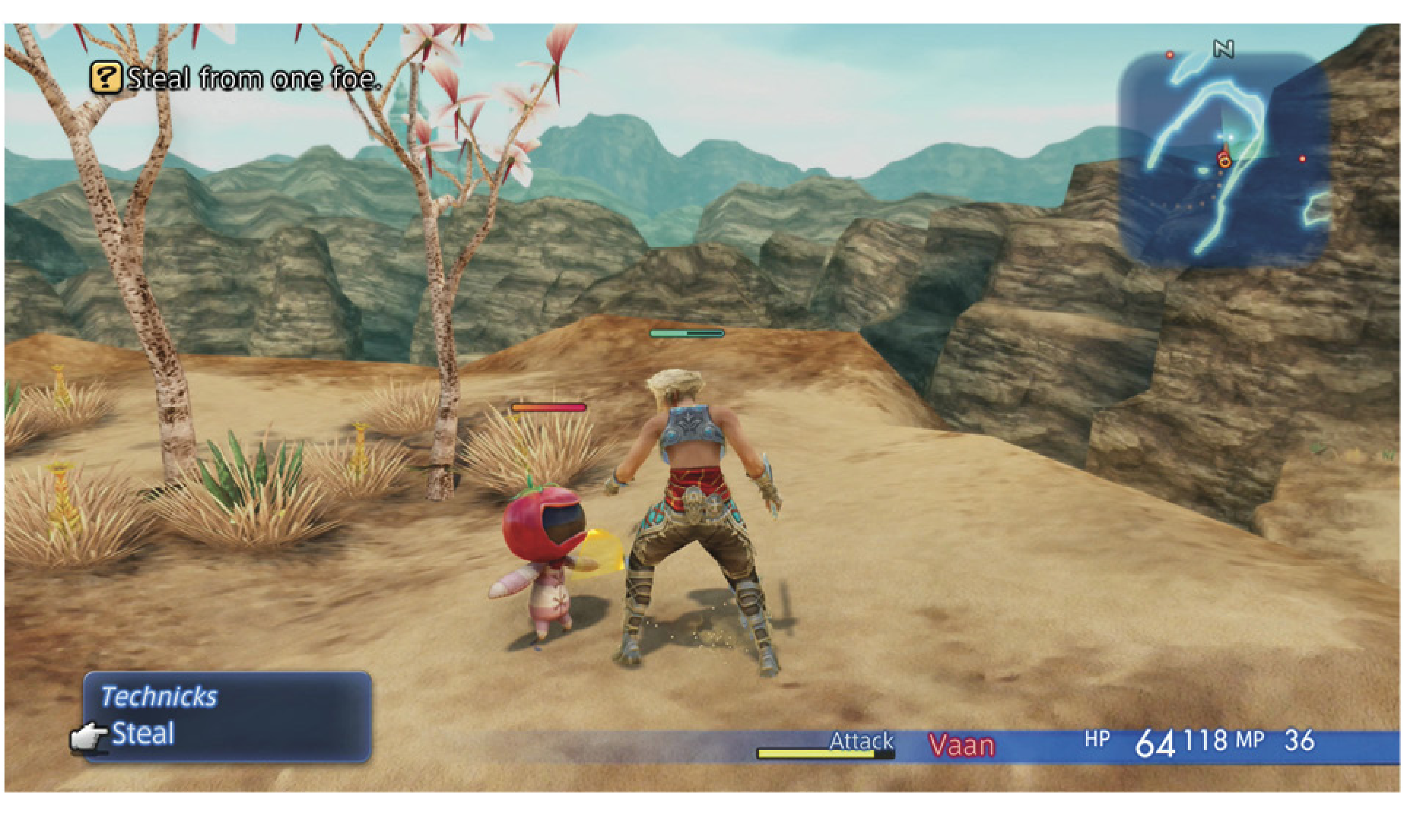
The Estersand is vast and has numerous sub-regions, but for this hunt, you need only explore the first area you enter, called The Stepping. The map shown here indicates where the Rogue Tomato lurks, but explore The Stepping a bit first. Fight a few Wolves and Cactites to earn enough EXP to level up at least once (from Level 1 to Level 2), then heal back up to your max HP by using a Potion or going back to the Save Crystal at Eastgate.

Leave the Big Guy Alone

A massive Wild Saurian roams The Stepping. Note the green health bar over its head. That means it's a neutral creature; it won't attack if you just leave it alone. *Do not try to fight this monster yet!* Vaan doesn't stand a chance. At this early point in your development, it's one chomp and game over!



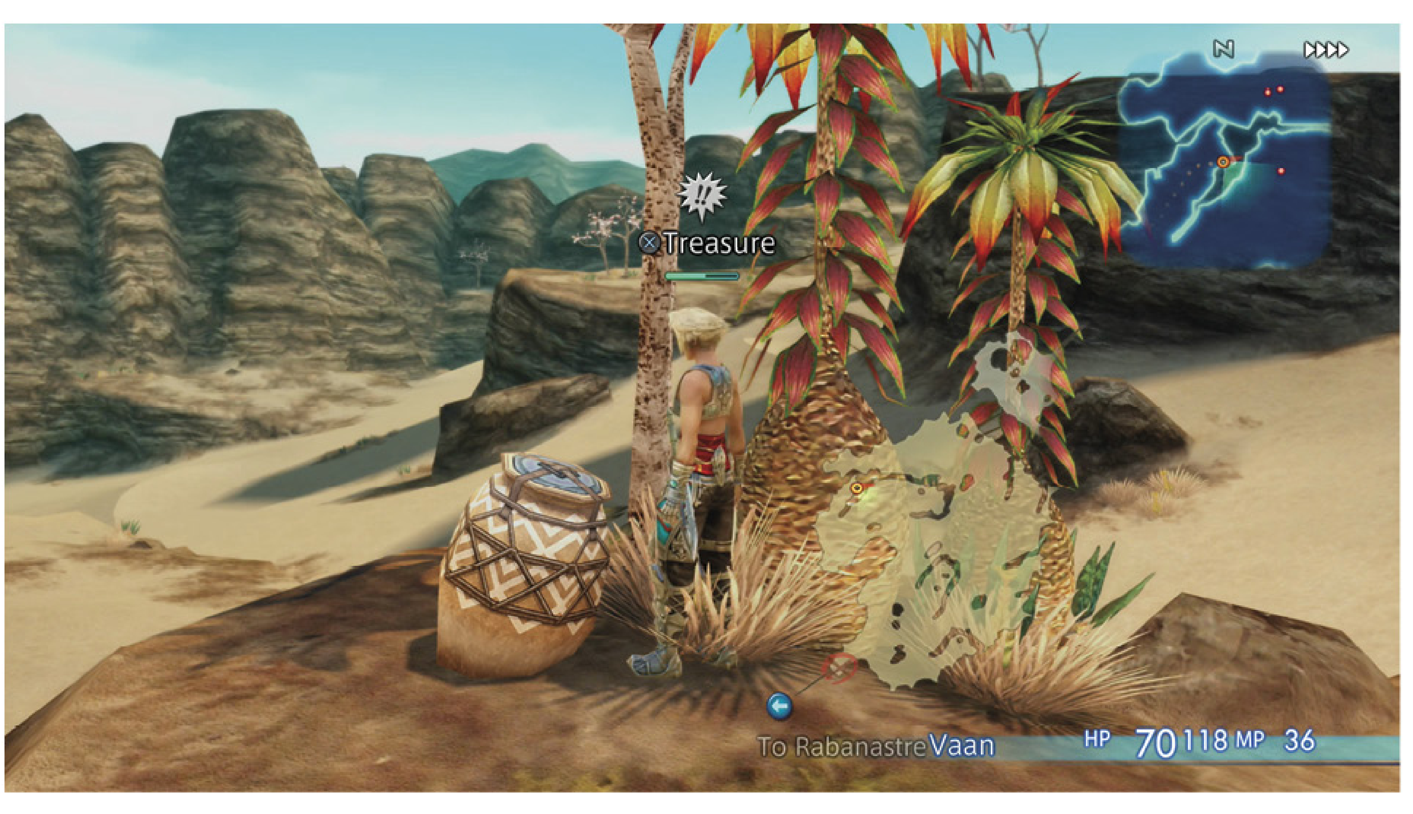
The Rogue Tomato hangs out on the ledge at the center of the map, near a flowering tree with stunning white blossoms. Use Steal to pilfer an item if you want, then attack the red menace. When the Rogue Tomato's HP drops to roughly half, he takes a running leap off the cliff. You can't jump down after him, so go around the cliff and down the dunes to finish him off.



Look for the Rogue Tomato near the white flowering tree.

When you finally prevail, Vaan picks up a handful of rare Galbana Lilies and then decides to "call it a day." But, before you head back to the city, scour the area for treasure in The Stepping. Also consider using the Steal technick on a few Wolves and Cactites to gain extra items, too, before attacking them for EXP and LP.

Don't overdo this mop-up fighting, though. You don't want to be caught without Potions in the desert. In particular, watch out for a trio of Wolves near the northern exit of the area. If you attack one, all three will counterattack as a unit. A pair of Cockatrices lurk in the west, too. Tough fight!



Search for the treasures scattered around the dunes of The Stepping.

The red 'X' on the Location Map now marks the passage back to Rabanastre. Head back to Eastgate where, uh oh, they're not letting anyone back into the city until after the ceremony. Vaan's a resourceful fellow, though. Talk to Kytes, who waits near the gate, and you will trigger an event in which Migelo bribes the gate guards with wine, getting Vaan back in the city.

Next is a long event in which the new Consul appointed to rule Dalmasca, Lord Vayne, son of the Archadian Emperor, is paraded to the foot of the great cathedral. There, he gives a stirring speech that seems to win over the crowd.

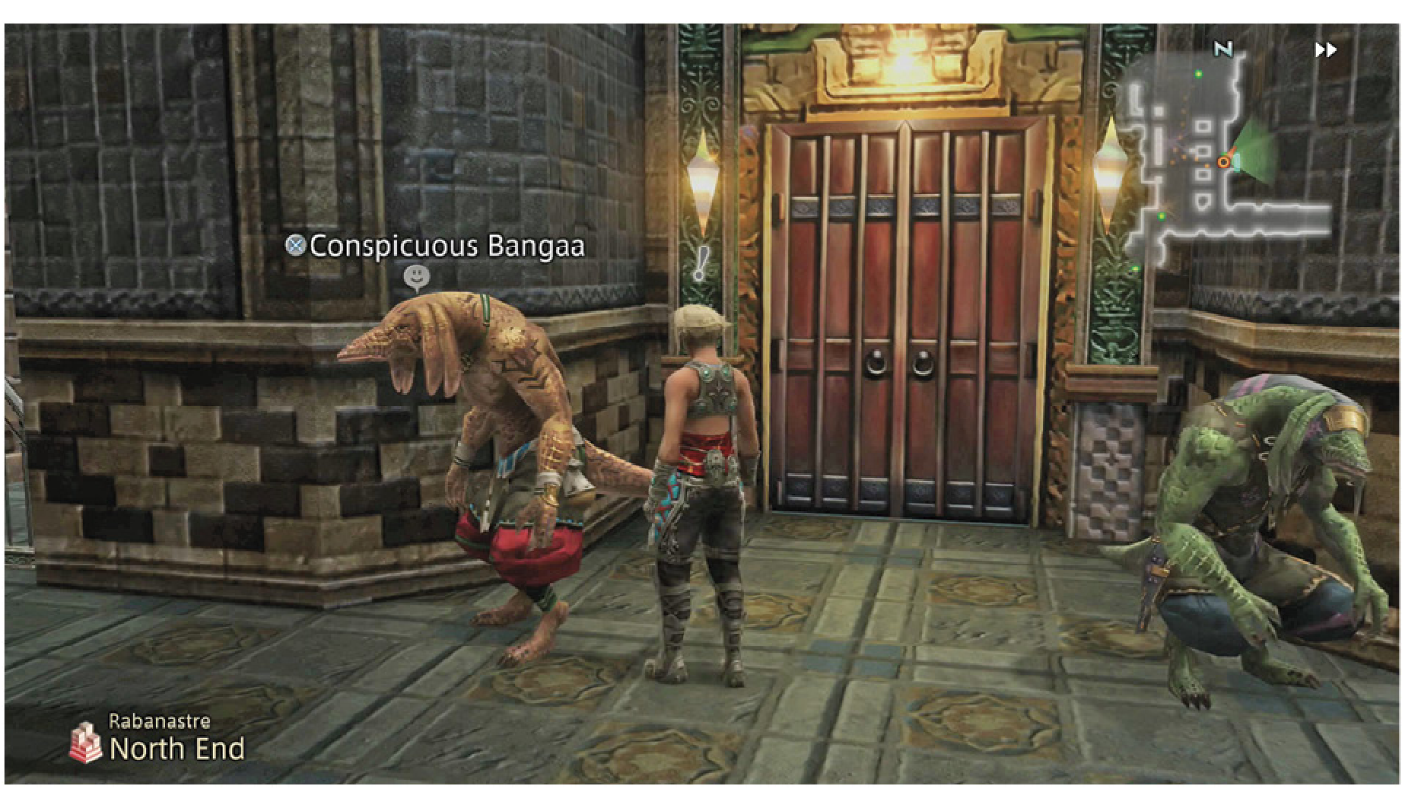
Walking the streets of North End with Penelo later, Vaan decides he wants to crash Vayne's banquet tonight. Penelo suggests he go and see Old Dalan in Lowtown about gaining entrance to the palace. When you regain control of Vaan, you are now free to enter Lowtown from Rabanastre.

Return to Tomaj for Your Bounty

Before you seek out Old Dalan, however, you should finish up your first hunt properly. Revisit the Sandsea and score that bounty from Tomaj (who is still standing at the bar) for taking out the Rogue Tomato. He also passes on some inside info about a mysterious building in the North End district where a bangaa stands watch. Having completed a hunt, you can check the notice board here for the next one: Thextera. Gatsly, the petitioner, is even right here in the bar, crumpled on the ground. You won't be ready to actually go after Thextera till you have more allies in the party, though.

Visit the Clan Hall

Go up to North End and proceed to the westernmost street. (If you check the area map, you can see the mystery building on the North End labeled with question marks, so it should be easy to find.) Approach the entry hall of the mystery building, marked by a green sign, and talk to the "Conspicuous bangaa"; he immediately agrees to let you in. Select "Okay, let me in" to enter the Clan Hall.



If Tomaj gave you a Clan Primer earlier, then the Conspicuous bangaa will let you right into the Clan Hall.

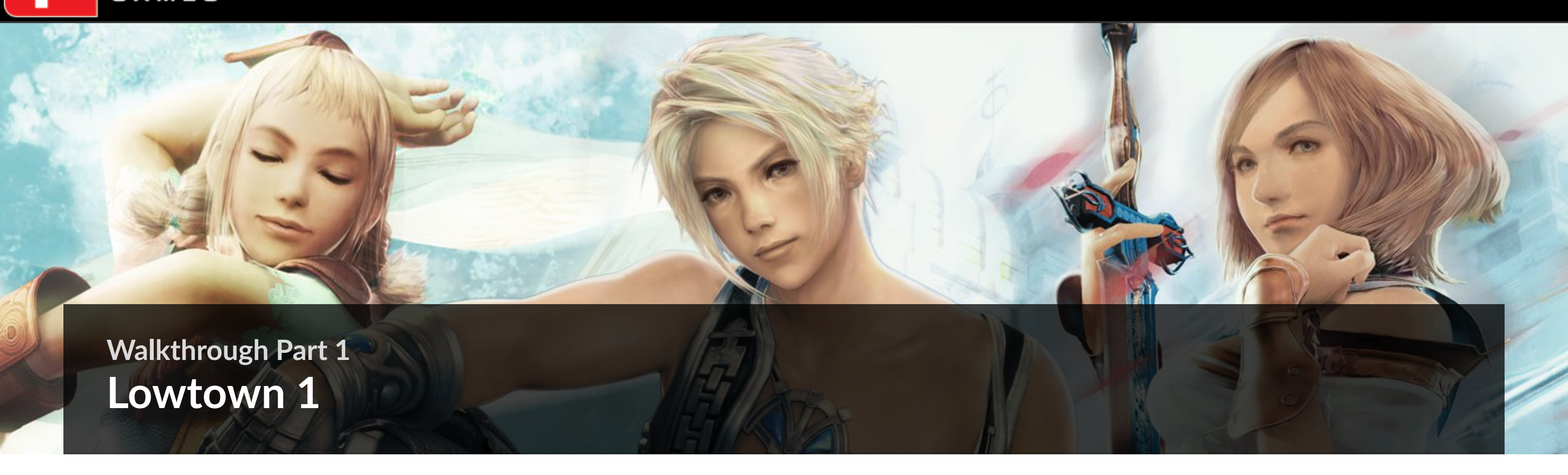
Inside, talk to Clan Centurio members to get a sense of the place, then locate the moogle standing on the banister at the top of the stairs. This is Montblanc, the clan's founder. Talk to him to join the clan and learn how it works. You also learn about the clan shop in the Muthru Bazaar on the west end of town.

Montblanc is the founder of Clan Centurio and the source of all rare hunt information, available only to clan members.

Talk to Montblanc a second time to receive a commemorative gift for joining Clan Centurio. Unfortunately, he has no clan hunts to offer at the moment, so it's time to go and pay Old Dalan a visit.

Montblanc's Boss Bonuses

Visit Montblanc regularly after you start defeating bosses and rare beasts. He is the source of handsome rewards for each of your major victories. Montblanc also has his own set of hunting assignments against elite marks, different from those available on notice boards.



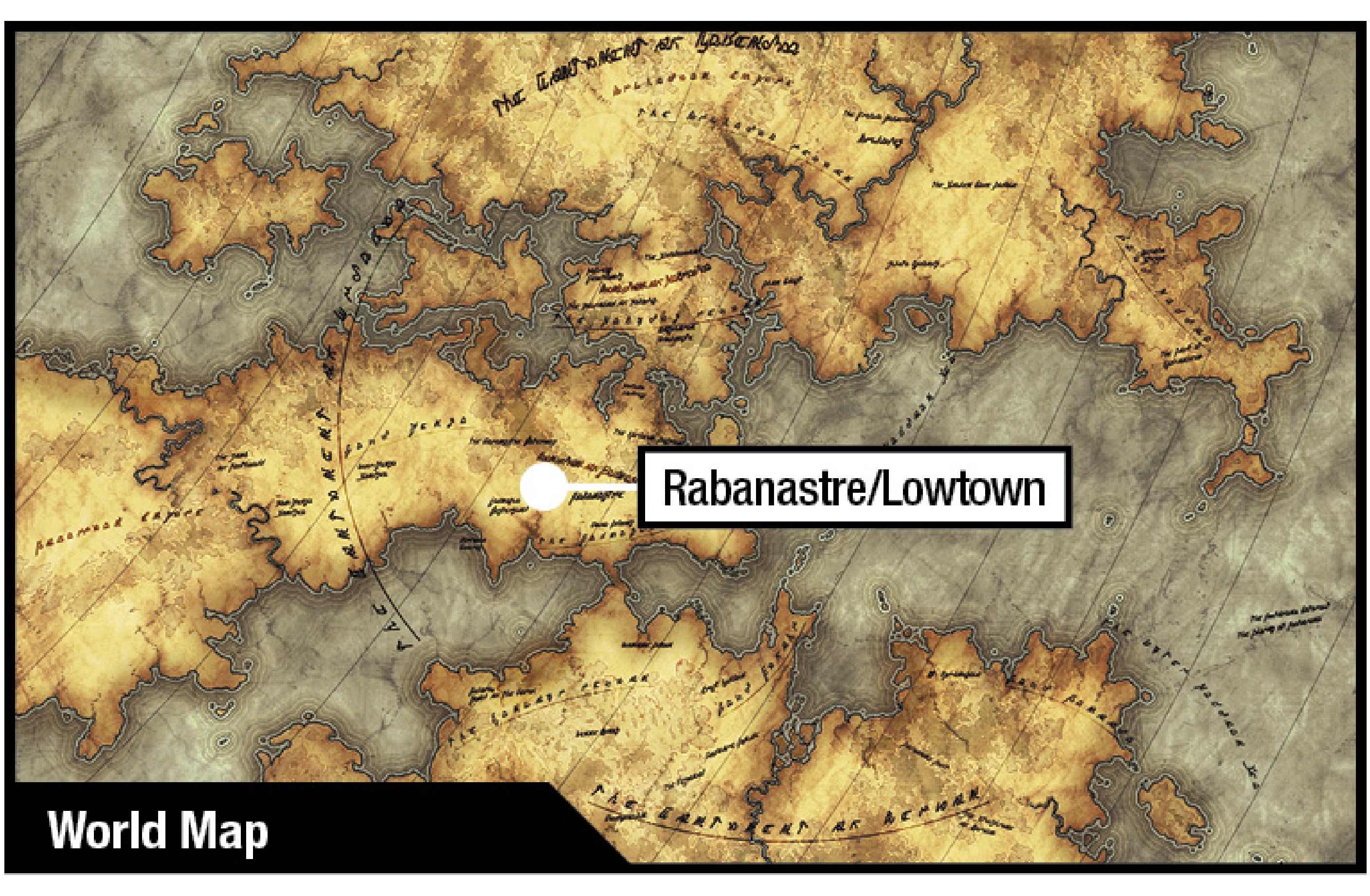
Walkthrough Part 1

Lowtown 1

OBJECTIVE

Obtain a Sunstone for Old Dalan

Old Dalan knows a secret path into the palace, but he needs something from the Giza Plains before he can help.



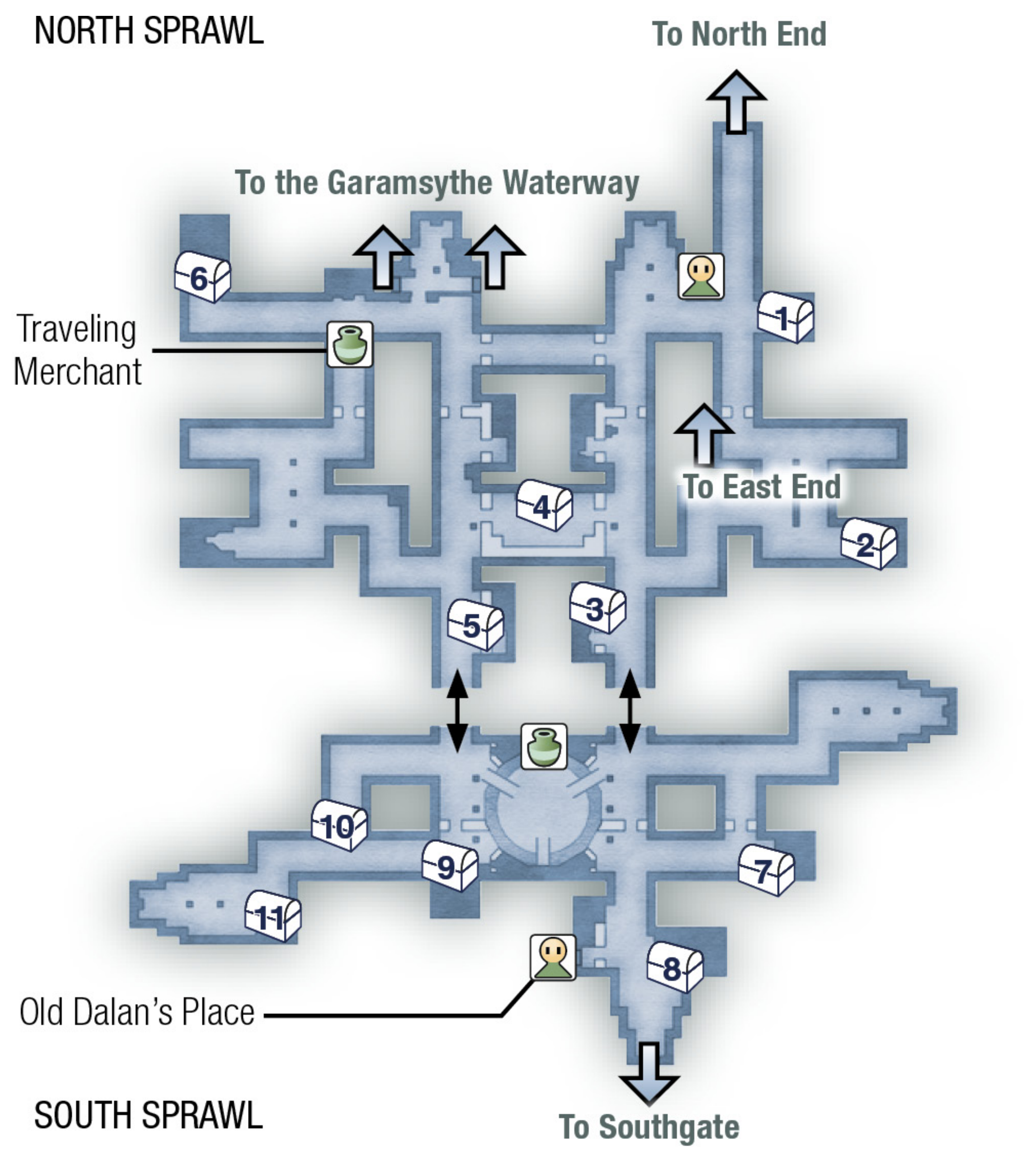
Action Checklist

1. Visit Old Dalan.

2. Explore Lowtown.

3. Buy a map of Giza Plains.

4. Exit Rabanastre via Southgate.



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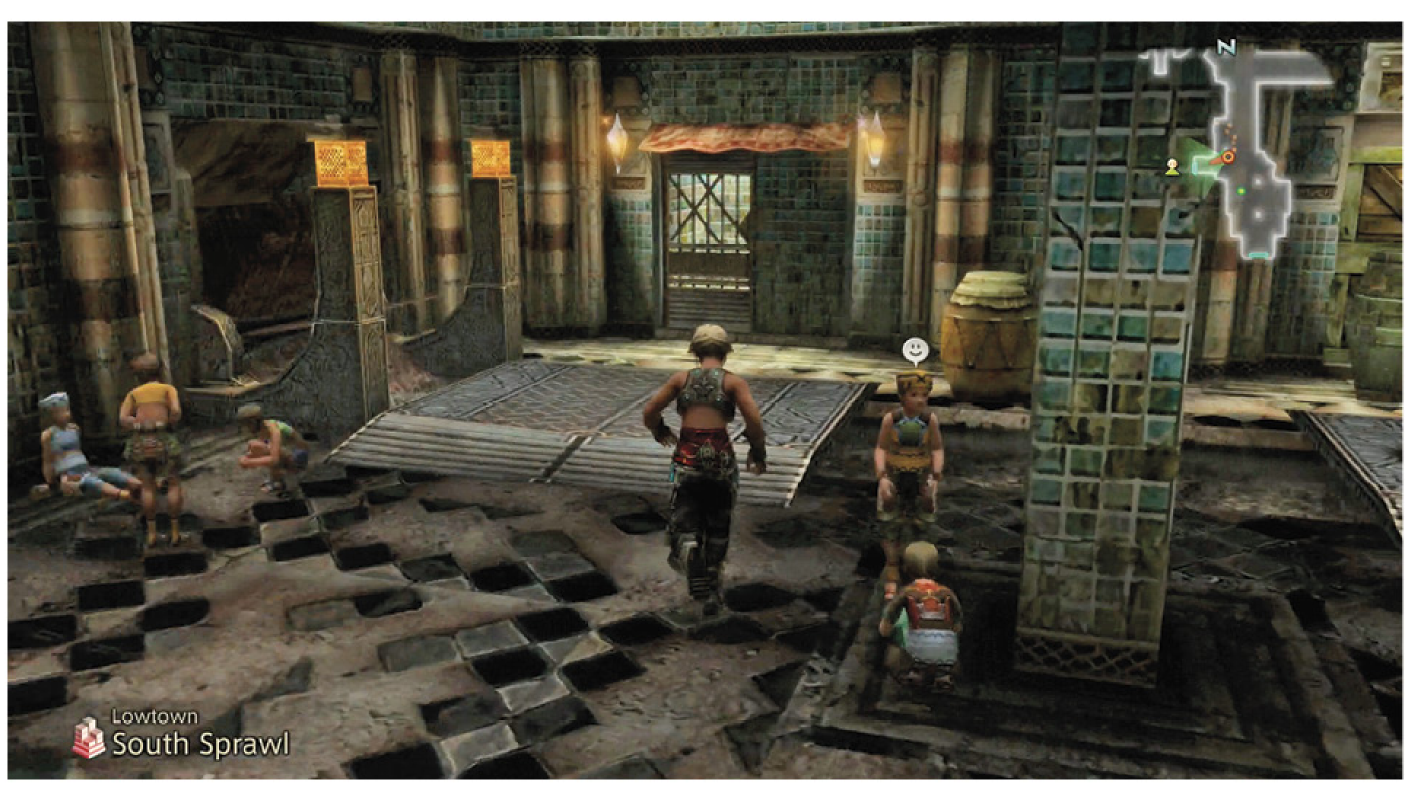
	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	40%	50%	~45	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
2	50%	50%	~70	Potion	Potion	Knot of Rust	Meteorite (B)
3	50%	50%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
4	50%	50%	~45	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
5	50%	50%	~45	Antidote	Antidote	Knot of Rust	Meteorite (A)
6	50%	50%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
7	50%	50%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
8	50%	50%	~50	EchoHerbs	Echo Herbs	Knot of Rust	Meteorite (C)
9	50%	50%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
10	50%	50%	~50	Antidote	Antidote	Knot of Rust	Meteorite (B)
11	50%	50%	~50	Potion	Potion	Knot of Rust	Meteorite (A)

Visit Old Dalan in Lowtown

Rabanastran

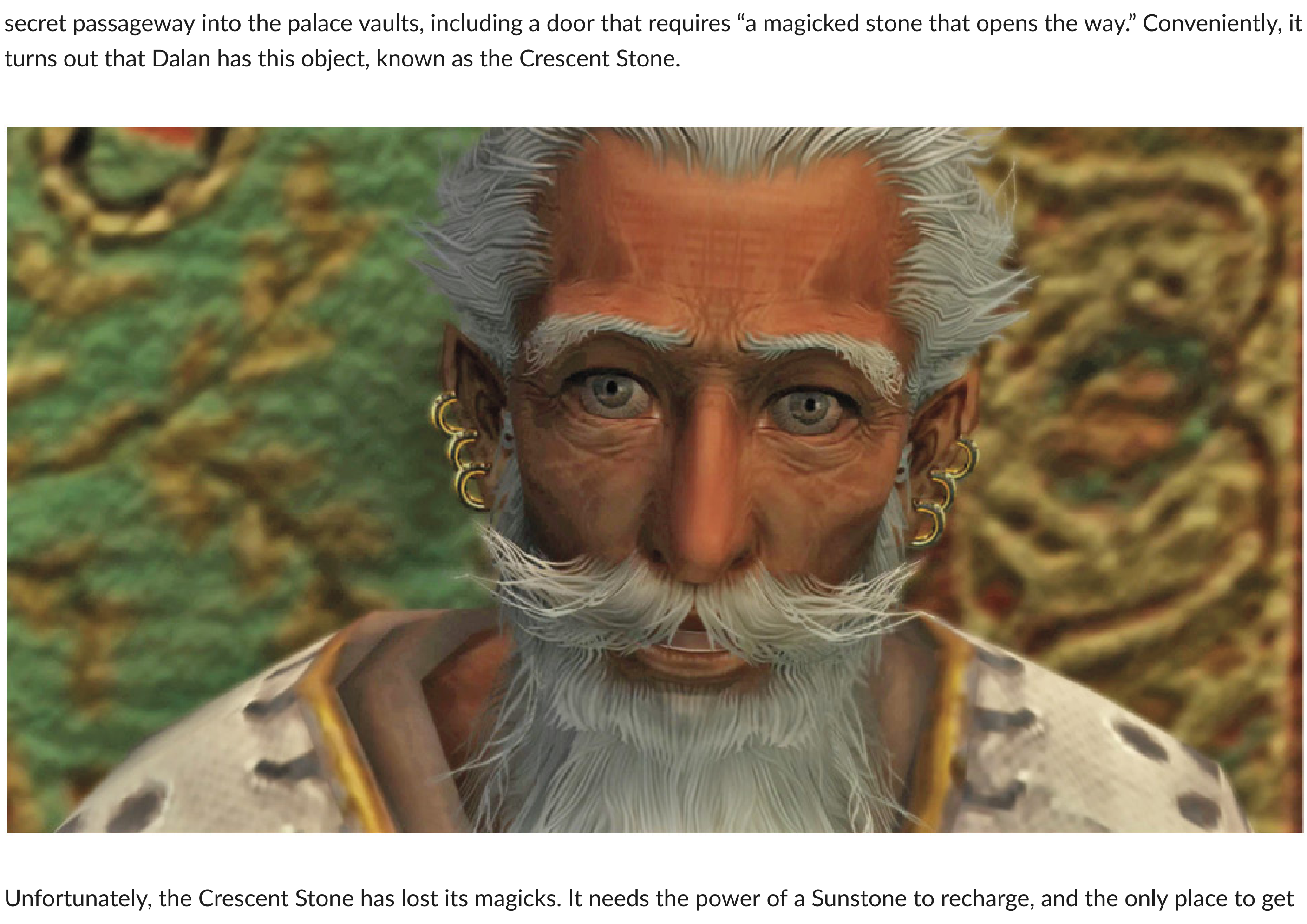
A pity *all* the city's gates don't have their own passage down to Lowtown, don't you think?

First, go to the Southgate district. After stepping through the gate, turn left (heading east), then open the old freight door to enter Lowtown. Now check the area map to see that you're almost on top of the red 'X'; Old Dalan's place is just to the left!



The old freight door (circled here) next to the south gate (at left) takes you into Lowtown very near Old Dalan's place.

Enter Old Dalan's place to trigger an event in which Vaan asks the old man how to sneak into the palace. Dalan does know of a secret passageway into the palace vaults, including a door that requires "a magicked stone that opens the way." Conveniently, it turns out that Dalan has this object, known as the Crescent Stone.



Unfortunately, the Crescent Stone has lost its magicks. It needs the power of a Sunstone to recharge, and the only place to get a Sunstone is from the nomads on the Giza Plains to the south of Rabanastre.

Explore Lowtown

Before you head south to Giza, spend some time exploring Lowtown. Find treasure tucked into alleys (see this guide's South and North Sprawl maps) and talk to people to learn about Lowtown's sad history. You can also sell loot to either of Lowtown's Traveling Merchants (one in the northwest part of the North Sprawl and one in the South Sprawl's circular plaza) and stock up on extra Potions and Antidotes.

However, don't overspend on Potions if you have licensed and purchased the Cure spell. You'll need cash for weapon and armor upgrades, too. Make sure you also keep at least 80 gil in reserve so that you can make important purchases when you leave Lowtown.

Sell Your Loot!

You can get cash for the loot you've acquired from treasure chests and enemies. In general, sell everything except Teleport Stones, which are useful for quick travel later in the game. You should also refrain from selling unique pieces of loot that you receive from clan hunts or rare game—if you only have 1 of something, it might be important to a rare bazaar recipe later on, so avoid selling scarce items frivolously. (See the Bazaar section of this guide for more details.) Elemental stones and magicite, wolf pelts, bones, and that sort of easily farmed material—sell away. This is how you'll make most of your spare gil. You should note that all merchants in Ivalice will pay the same price for your loot, so it doesn't matter where you sell it.

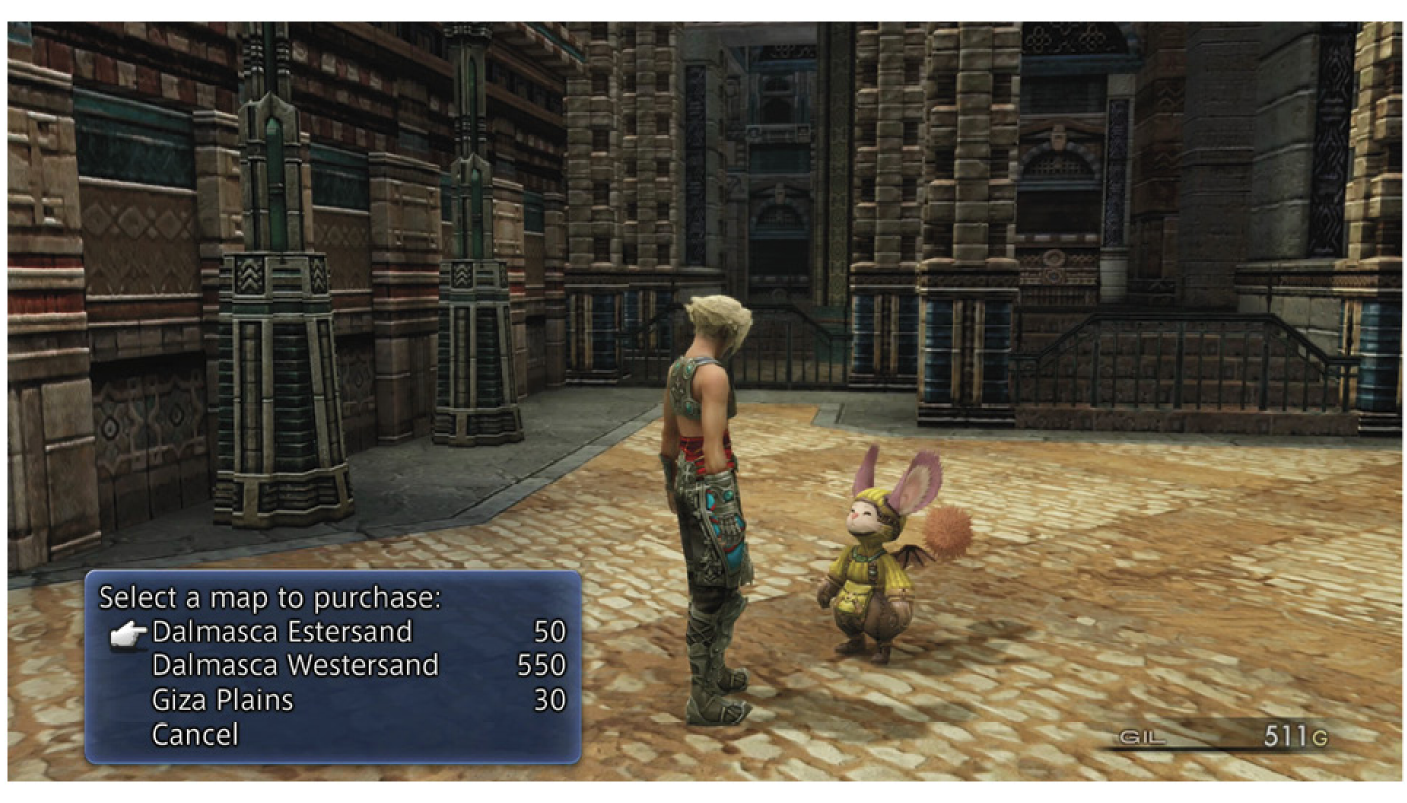
Return to Southgate via the freight door where you entered Lowtown, just around the corner from Old Dalan's. Let's pick up one or two more useful items for the road.

Buy Bazaar Goods

Bazaar goods, available from merchants, can offer excellent value for the money. For example, packages of items that, when purchased individually, usually cost more. It's risky to buy mystery packages, of course, but bazaar items are usually worth it.

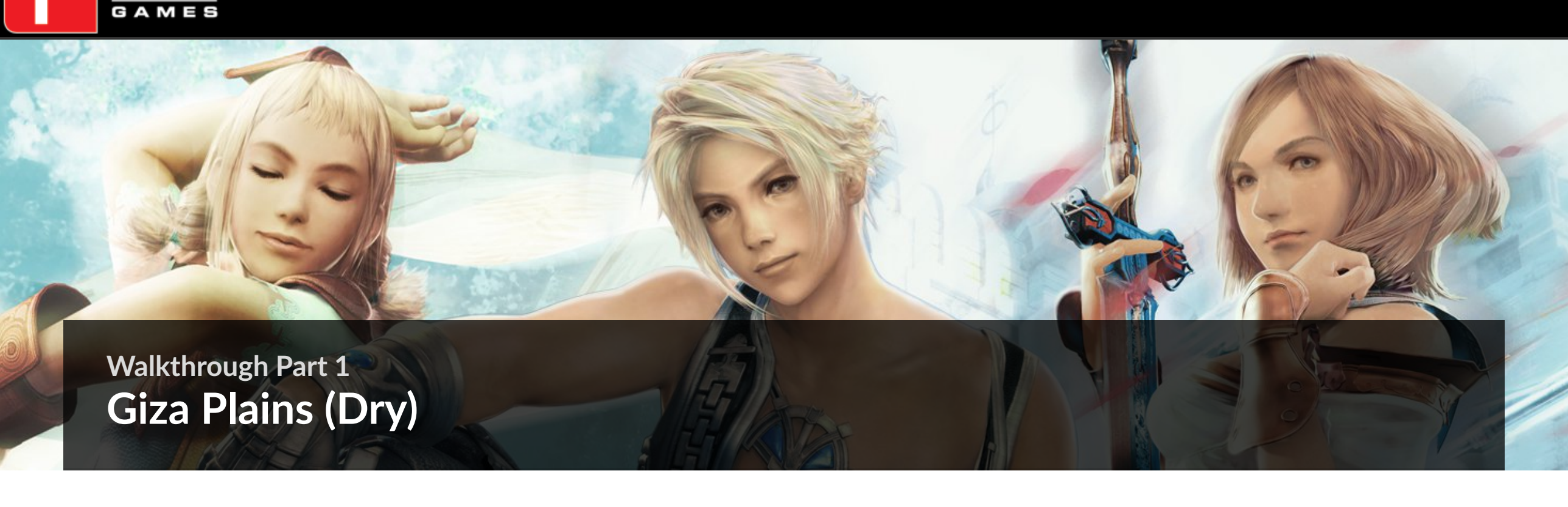
Buy a Map of Giza Plains

Maps are always good to have. Go north through the gate into the Southern Plaza and locate the Cartographers' Guild moogle in the yellow suit. You will find him pacing back and forth in the northwest alcove of the plaza. Talk to him to see what maps he has for sale. His maps for Giza Plains (30 gil) and Dalmasca Estersand (50 gil) are quite reasonably priced, so buy both. (The Westersand map is most likely out of your price range for now.) With the Giza Plains map now in the World Map collection, go south downstairs to Southgate and exit Rabanastre.



Select a map to purchase:
Dalmasca Estersand 50
Dalmasca Westersand 550
Giza Plains 30
Cancel

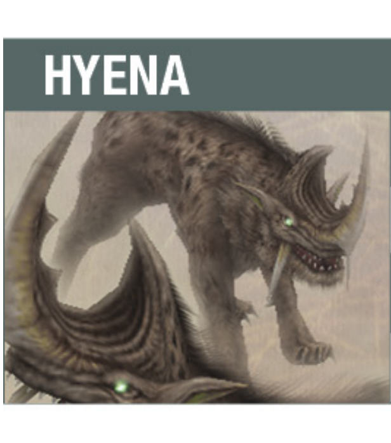
Buy a Giza Plains map from the Cartographers' Guild moogle in the Southern Plaza to make your upcoming trip a bit easier.ç



Walkthrough Part 1

Giza Plains (Dry)

HYENA

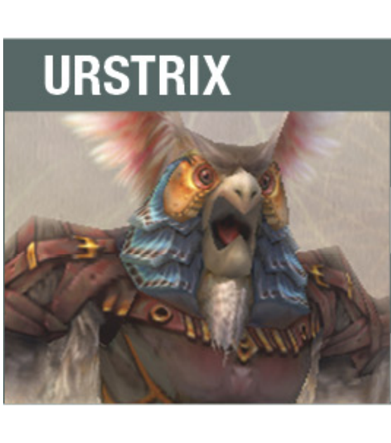


LEVEL	HP
2-3	95-115
EXP	**LP**
9-11	1

GIZA RABBIT

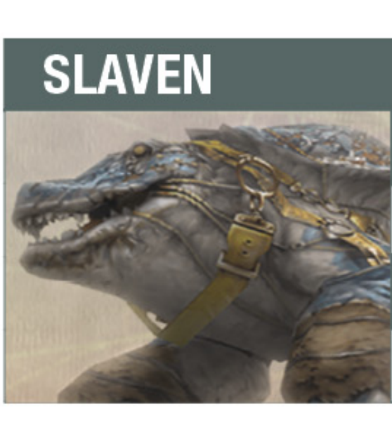
LEVEL	HP
1-2	85-105
EXP	**LP**
7-9	1

URSTRIX



LEVEL	HP
3-4	170-190
EXP	**LP**
24-26	1

SLAVEN



LEVEL	HP
4-5	280-302
EXP	**LP**
26-31	1

WILDSNAKE

LEVEL	HP
3-5	210-250
EXP	**LP**
16-20	1

SLEIPNIR

LEVEL	HP
4-6	280-320
EXP	**LP**
30-34	1

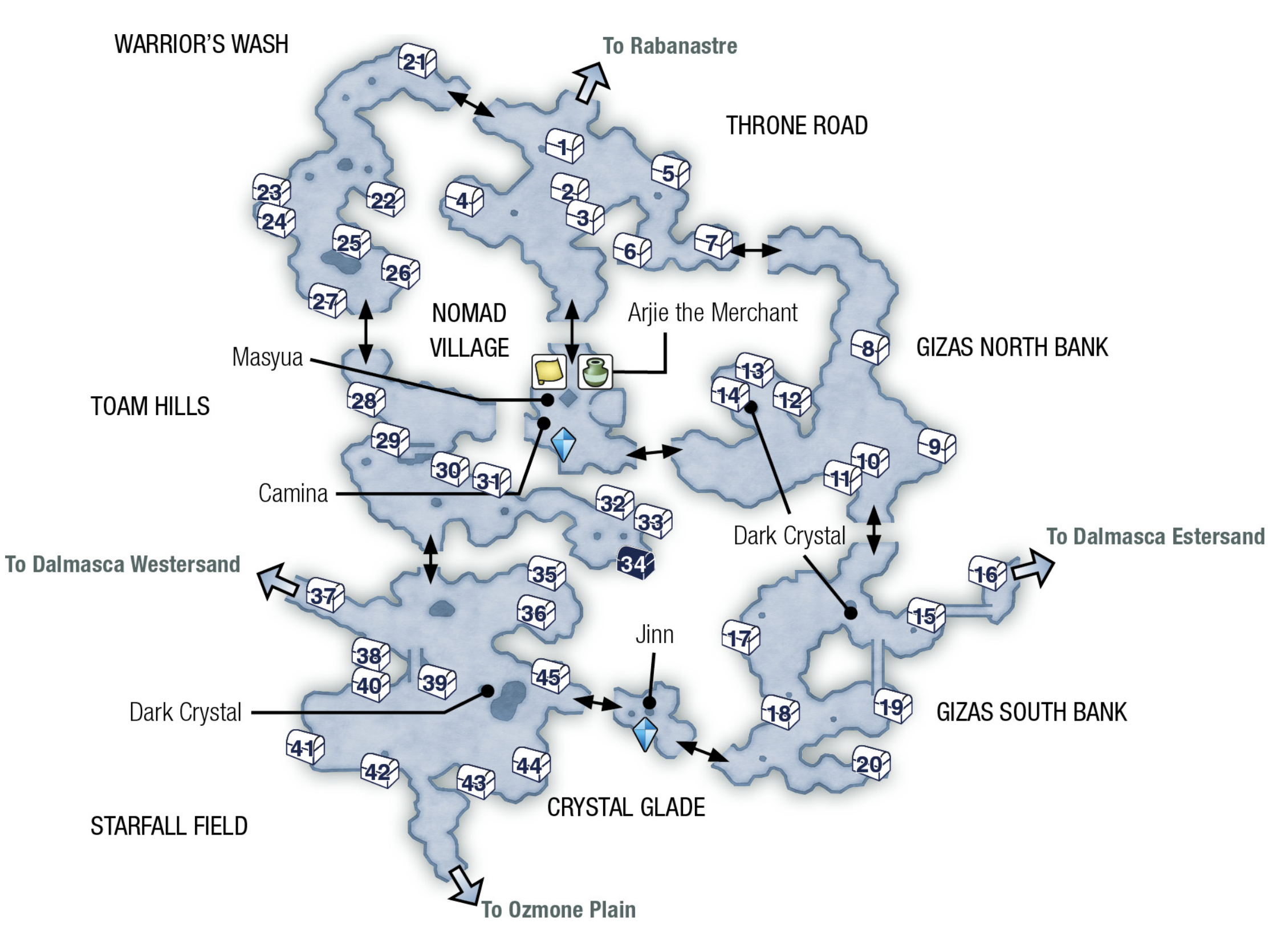
Action Checklist

1. Go to the Nomad Village in Giza Plains.

2. Find Jinn, the nomad boy, to learn about Sunstones.

3. Make your own Sunstone.

4. Bring the Sunstone to Old Dalan.



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	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	10%	~70	Potion	Potion	Knot of Rust	Meteorite (A)
2	70%	50%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
3	70%	50%	~40	Antidote	Antidote	Knot of Rust	Meteorite (A)
4	70%	40%	~60	Potion	Potion	Knot of Rust	Meteorite (A)
5	70%	50%	~40	Potion	Potion	Knot of Rust	Meteorite (B)
6	70%	50%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
7	70%	50%	~40	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
8	70%	45%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
9	70%	50%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
10	70%	40%	~40	EchoHerbs	Echo Herbs	Knot of Rust	Meteorite (A)
11	70%	45%	~35	Potion	Potion	Knot of Rust	Meteorite (B)
12	70%	45%	~40	Antidote	Antidote	Knot of Rust	Meteorite (A)
13	70%	50%	~100	Potion	Potion	Knot of Rust	Meteorite (A)
14	70%	50%	~40	Ether	Ether	Knot of Rust	Meteorite (A)
15	50%	100%	~100	—	—	—	—
16	70%	45%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
17	70%	45%	~60	Antidote	Antidote	Knot of Rust	Meteorite (B)
18	70%	45%	~70	Potion	Potion	Knot of Rust	Meteorite (A)
19	70%	55%	~50	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
20	70%	50%	~60	Potion	Dagger	Knot of Rust	Meteorite (A)
21	70%	45%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
22	70%	45%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
23	70%	45%	~80	Potion	Potion	Knot of Rust	Meteorite (A)
24	70%	45%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
25	70%	45%	~40	Antidote	Antidote	Knot of Rust	Meteorite (A)
26	70%	45%	~40	Eye Drops	Eye Drops	Knot of Rust	Meteorite (B)
27	70%	45%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
28	70%	45%	~40	EchoHerbs	Echo Herbs	Knot of Rust	Meteorite (A)
29	70%	40%	~40	Eye Drops	Eye Drops	Knot of Rust	Meteorite (B)
30	70%	40%	~40	Antidote	Antidote	Knot of Rust	Meteorite (A)
31	70%	40%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
32	75%	50%	~80	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (C)
33	75%	40%	~60	Potion	Potion	Knot of Rust	Meteorite (A)
34	100%	0%	—	Blind	Blind	Blind	Blind
35	70%	45%	~45	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
36	70%	45%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
37	70%	45%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
38	70%	45%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
39	70%	45%	~45	Dark Mote	Dark Mote	Knot of Rust	Meteorite (A)
40	70%	45%	~45	ChronosTear	Chronos Tear	Knot of Rust	Meteorite (B)
41	70%	45%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
42	70%	45%	~45	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
43	70%	45%	~80	Antidote	Antidote	Knot of Rust	Meteorite (A)
44	70%	45%	~45	Potion	Potion	Knot of Rust	Meteorite (A)
45	70%	45%	~45	Potion	Potion	Knot of Rust	Meteorite (A)

Find the Nomad Village

To find the village, you must travel south across the barren desert. The first area, Throne Road, is loaded with treasure urns, so fully explore the region. Look out for roving Hyenas and the occasional Giza Rabbit. (The bunnies are not aggressive, so you can ignore them if you want.) After plundering all of the treasures lying in the sand, head south to the next area, the Nomad Village.

There is a blue Save Crystal tucked behind the big center tent in the village. Nearby, a nomad merchant named Arjie has sundry items for sale. Among these is the Bangle, an extremely useful accessory that equips the wearer with the technick Libra. This technick reveals critical information (Level, HP, weaknesses, etc.) about targeted enemies in the field. Remember that you must spend 20 LP to get the Bangle license, which is obtainable under "Accessories 2" on the license board.

License Up

Your fight across the desert earns you License Points. Use them! Unless you're holding off on assigning jobs for now, buy the "Accessories 2" license so you can use a Bangle or (on knight) "Swords 1" so you can wield a Broadsword.

Speak to the old woman in front of the central tent. Elder Brunoa speaks about dark crystals and Sunstones and directs Vaan to Masyua, who stands behind the tent. Speak to Masyua and listen to her proposition. She mentions Jinn, a missing child who carries a supply of the Shadestones needed to craft a Sunstone. Her offer: find Jinn and earn a Sunstone in return. Jinn was last seen south of the camp.

Masyua
If you'll find Jinn for me and tell him to come back to the camp, you may take one of the sunstones he's made in return.

Stock up on necessary goods from Arjie, then speak to Masyua to learn your next objective: find Jinn.

The conversation with Masyua also triggers an event: Vaan finds Penelo with the children of the nomad camp. When the scene ends, Penelo joins your party. Speak to the nearby nomad youth, Camina. She says she saw Jinn in the Crystal Glade to the south.

Hey, Penelo's here! Now it's a party.

Now it's time to leave the village via the southwest exit into the Toam Hills. (Don't forget to replenish and save your game at the Save Crystal before you go!) On the way out, Penelo will hand over 3 Potions and 2 Tufts of Phoenix Down. Exiting the area also triggers the addition of party commands to your control of characters. Now you can issue specific commands to each party member, and change leaders if you want.

The Color Code

Even without specific target info (from a Bangle or the Libra technick), you can easily gauge a target's difficulty. When you select a target, the color of its name in the information window will indicate how tough it is. Blue is easy, yellow is formidable but not impossible, and red is Run awaaaaay! Run awaaaaay!

Gambits have also been added to the Battle Menu. Gambits are a powerful combat tool, so you will need to understand how they work and develop your own Gambit strategies for every situation. For now, all you can do is toggle them on or off for each character. Our advice: Toggle them on and leave them on. We'll talk more about Gambits later.

Got Cure?

Note that Penelo can use Cure when she joins your party, regardless of job or license choices. Each character joins with a basic set of abilities and will retain them even after being assigned a license board or two.

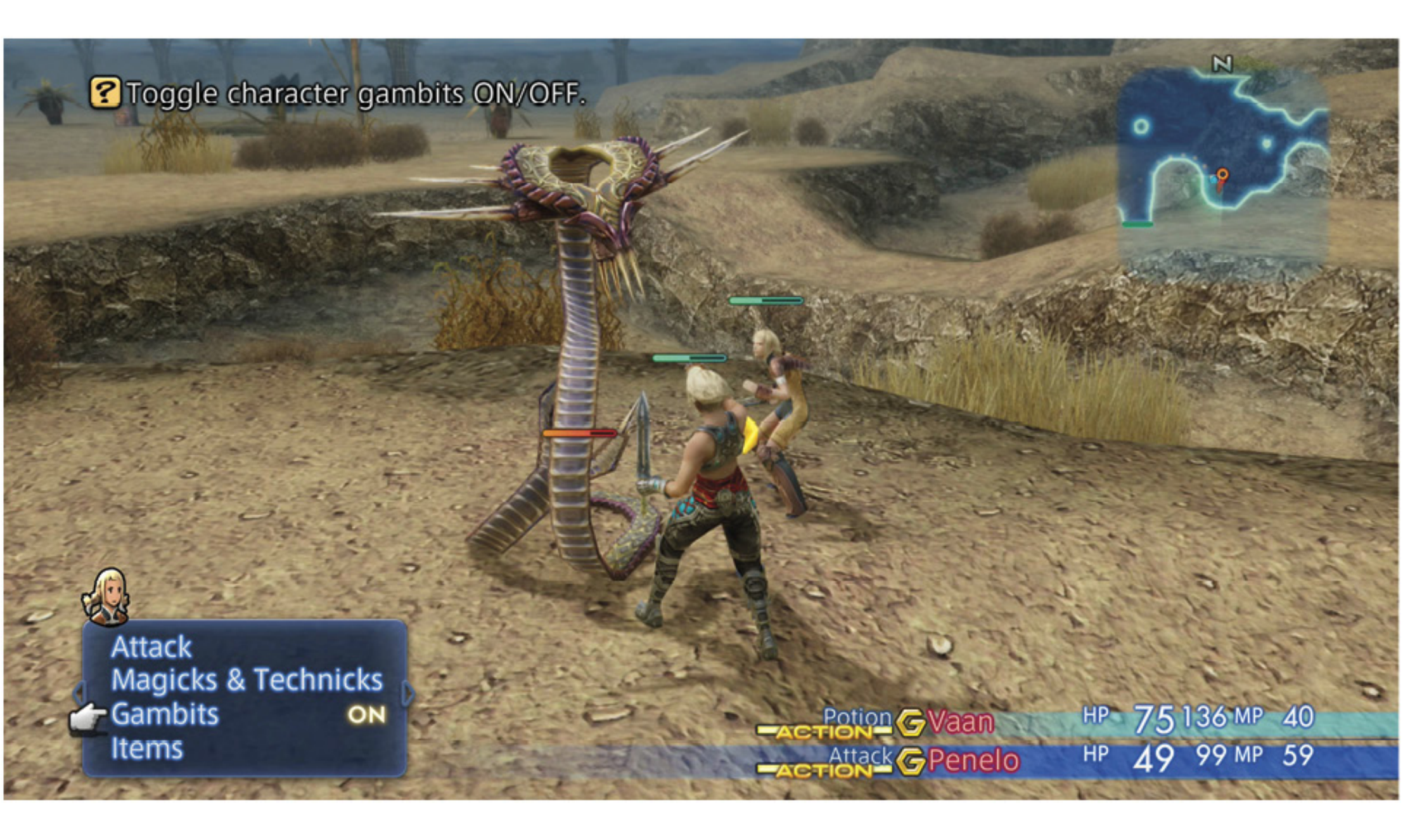
Find Jinn in the Crystal Glade

The party starts in the Toam Hills just west of the village, with the dagger-wielding Penelo following Vaan's lead. (You can make Penelo the leader if you want; just press up or down on the D-pad once to trigger Select Leader, then scroll to Penelo and press ✕ to select her.) Work your way around the area, fighting for EXP, LP, and loot.

It's a welcome change to have a partner who has your back, isn't it? Beware the huge Slaven, the Wildsnake, and the three-dog Hyena pack led by a powerful Alpha Hyena in the eastern extension of the Toam Hills. You can defeat them, but they're tough foes. Heal often! Exit to Starfall Field to the south.

Phoenix Rising

Tufts of Phoenix Down raise KO'd characters. If either Vaan or Penelo drops, the other can use a Phoenix Down to revive the fallen ally. Remember that KO'd characters are also revived when you use a Save Crystal.


Toggle character gambits ON/OFF.

Now that Penelo's in the party, you can give her attack commands too. You can also switch Gambits on and off for each party member.

Killer Foes

Avoid the powerful Werewolves in the Starfall Field area near the dark crystal. They can KO Vaan or Penelo with a single strike.

COMBAT LOG
Vaan has fallen.
3 Hits
Attack Vaan KO 45
Attack Penelo HP 62 99 MP 59

In Starfall Field, continue to fight and hunt for treasure, but ensure that you work your way east and don't provoke the powerful Werewolves in the area. Note the "dark crystal" near the center of the area; it has absorbed sunlight and now radiates brilliantly. The eastern exit leads to the Crystal Glade, where you will find Jinn.

Vaan and Penelo are safe here, so you can wait to save your game at the blue Save Crystal until after you complete the conversation with Jinn, the nomad youth who sits next to the dark crystal in the clearing. Talk to him to learn that he has injured his leg. Explain the situation to Jinn and he hands over a Shadestone that you can turn into a Sunstone.

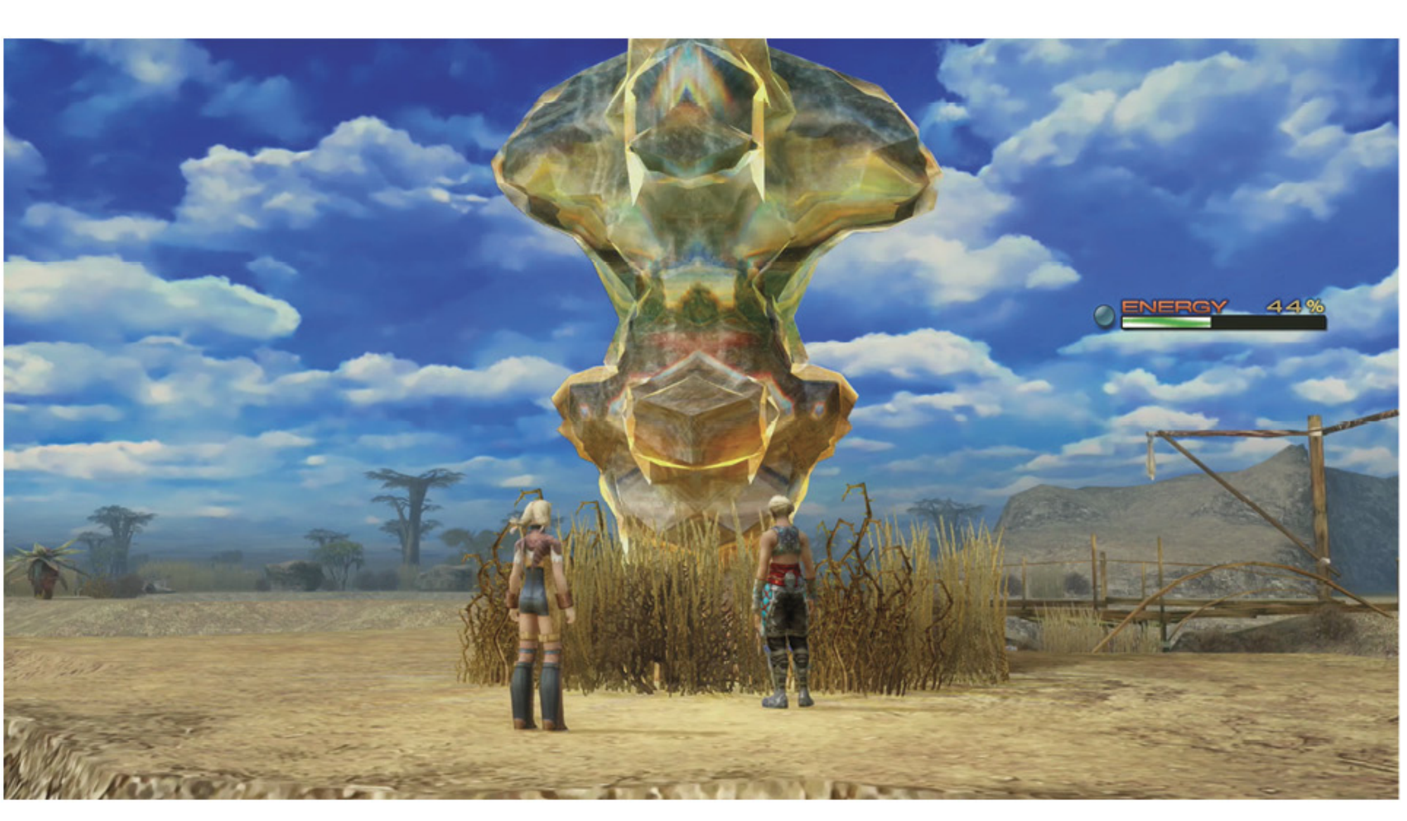
He explains that you must hold the Shadestone close to the big glowing crystals found in the Giza Plains. The Shadestone will absorb their energies and become a Sunstone. An Energy gauge appears in the upper-right corner to measure your progress. Finally, Jinn marks the dark crystals' locations on the area map, so press the touch pad to see where all four are located.

Jinn
If you take that shadestone I just gave you and bring it near one of those shining dark crystals, it will absorb the energy from it.

Jinn can't walk very well, so he gives you a Shadestone to turn into a Sunstone.

Make Your Shadestone into a Sunstone

You can visit the dark crystals in any order, but let's take an efficient, circular route that explores new territory (always fun) and runs right past the village Save Crystal at the halfway point. Exit the Crystal Glade east into Gizas South Bank.



Walk up to each glowing crystal and hold the Shadestone up to it.

The shimmering crystals are easy to find. Just walk up to each one, press ✕, and select the option to hold the Shadestone up to the crystal. The Energy gauge indicates what percentage of energy your Shadestone has gained from the transaction. After draining the Gizas South Bank crystal, head north and do the same to the crystal in the Gizas North Bank. Then go west to the Nomad Village and save your game.

Here's a good chance to upgrade your equipment. You should have built up some LP and gathered some loot from your battles, so visit Arjie. Sell your loot and see what she has available, including Bazaar items, then spend LP on any corresponding licenses needed to equip what you purchase.

Now set out west into the Toam Hills again, but this time go north into Warrior's Wash to find and drain the third dark crystal into your Shadestone. Check the Energy gauge and if it hasn't yet reached 100 percent, you must head all the way south, back to Starfall Field, to drain the fourth and final shimmering crystal. Finally, you gain a Sunstone!

Upon reaching 100 percent, the scene automatically shifts to the Crystal Glade, where Jinn examines the Sunstone and pronounces it good. Then the scene shifts again to the Nomad Village where Masyua gives you generous gifts to go with your new Sunstone. Save your game again at this point and head north, back toward Rabanastre.

Jinn likes the Sunstone. Time to go home.

Bring the Sunstone to Old Dalan

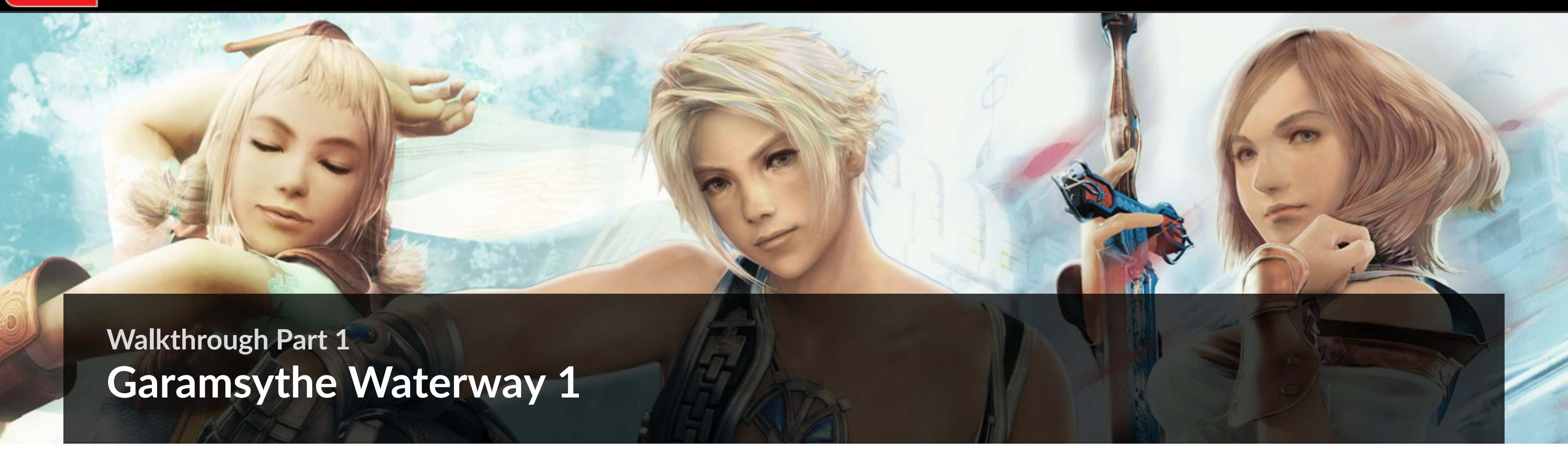
Return to Rabanastre's Southgate district, go through the old freight door into Lowtown, and head for Old Dalan's place. As you approach, you trigger an event wherein Penelo leaves your party. Then enter and talk to Dalan, who uses the Sunstone to revitalize his Crescent Stone, then provides directions to the secret palace entrance. Finally, he hands over the Crescent Stone, which is used to open a hidden door to the Treasury.

Then he repeats the words: "The signet yearns for Sunstone's strength, to light the clouded way." A signet tile in the palace will light your path with help from the Crescent Stone.

Old Dalan hands over the Crescent Stone and directions for a secret route into the palace.

Side Quest: Wolf in the Waste

Pick up this Hunt but don't attempt it until there are at least three people in your party to help fight.
Check the Notice Board in the Sandsea and accept the next hunt listed—the one for Thextera. The petitioner, Gatsly, happens to be sitting on the floor right next to the board!
Thextera is in the Westersand, but the Galtea Downs area isn't too far into the desert. You should be strong enough to handle this by now. For more on this hunt, check out the "Side Quests" chapter in the guide.



Walkthrough Part 1

Garamsythe Waterway 1

OBJECTIVE

Gain Entrance to the Palace

Explore the Garamsythe Waterway to find the secret entrance to the palace.

DIRE RAT

LEVEL	HP
4-5	212-232
EXP	**LP**
54-56	1

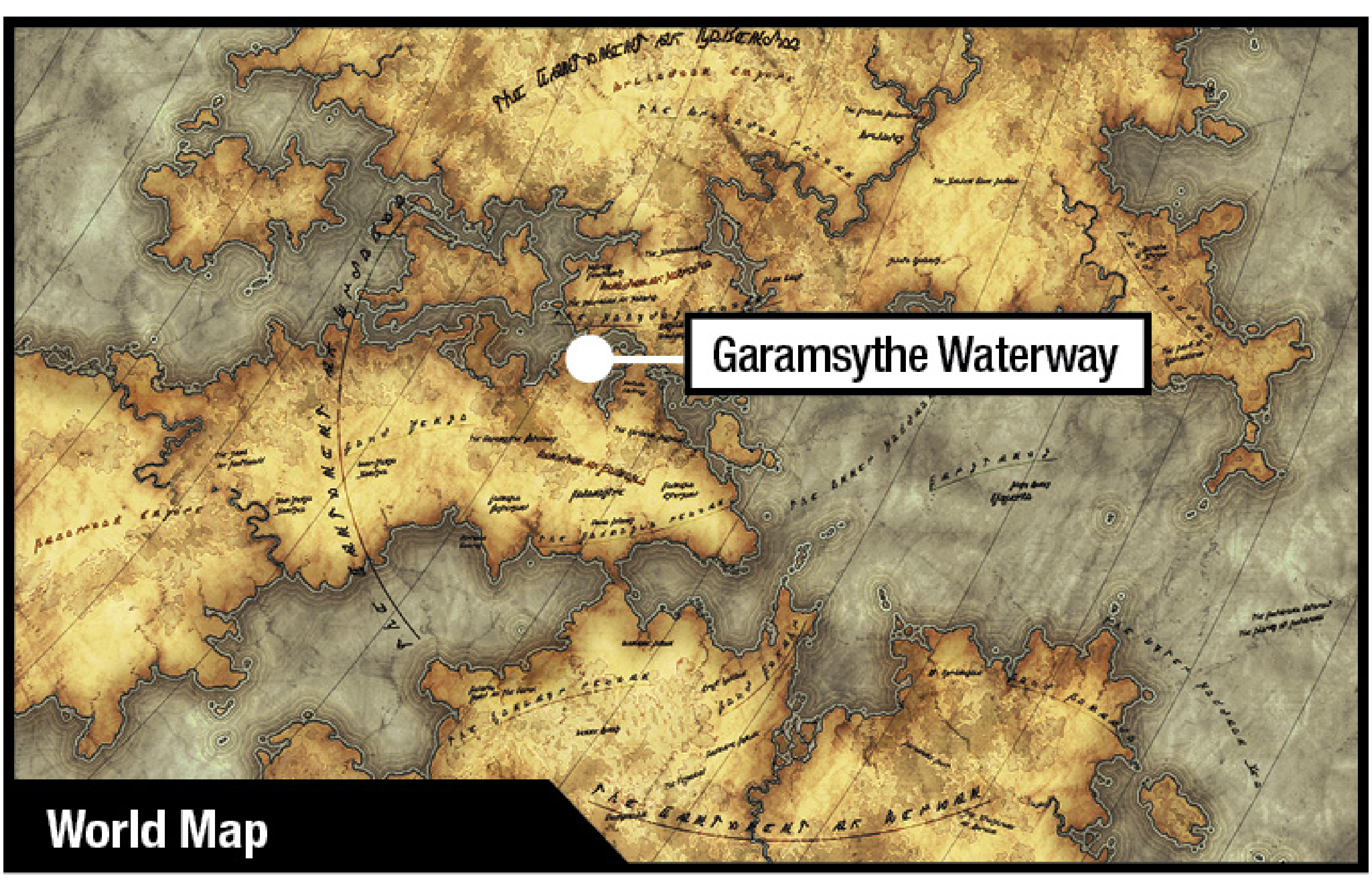
STEELING

LEVEL	HP
4-5	218-234
EXP	**LP**
57-61	1

ICHTHON

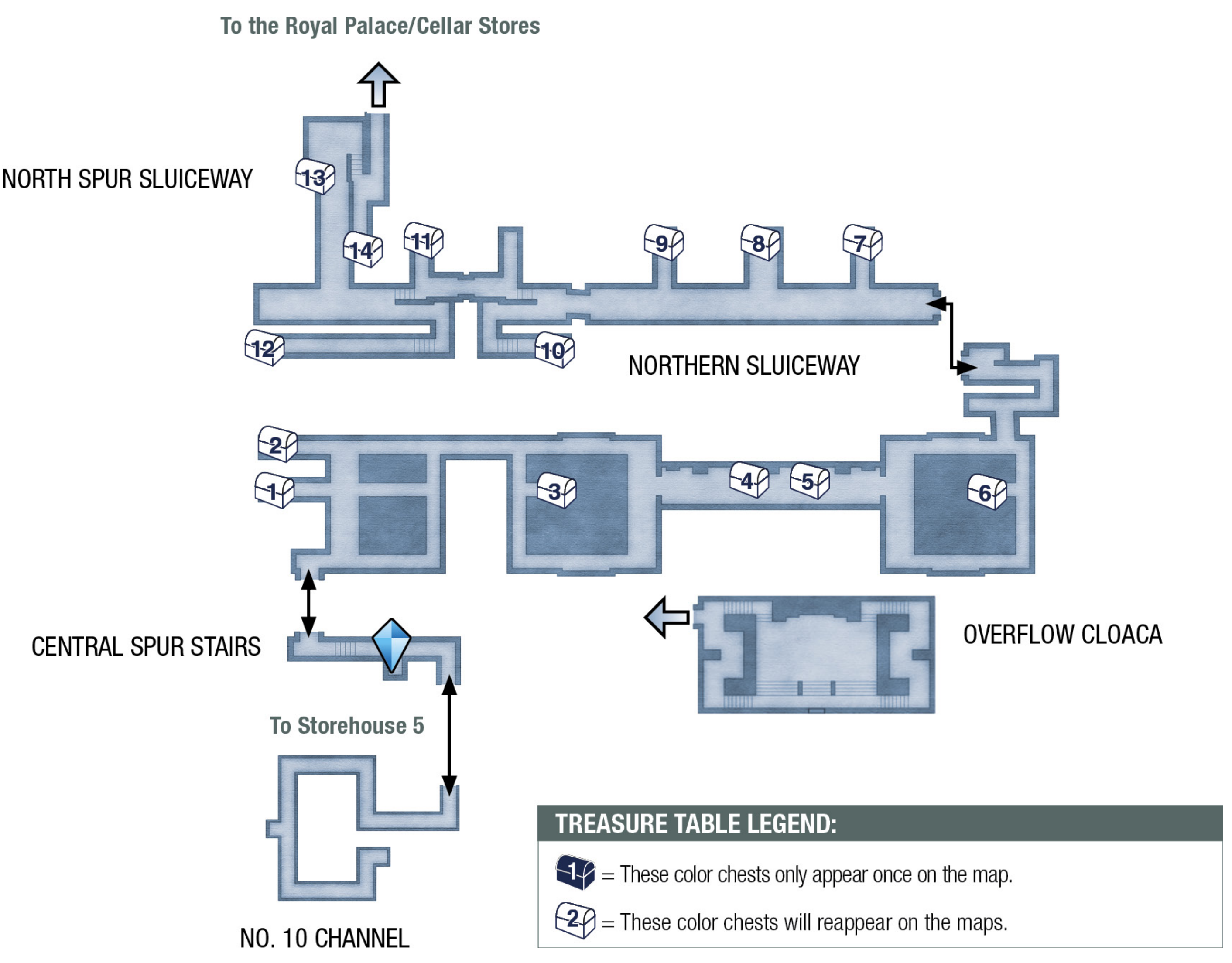
LEVEL	HP
3-4	130-141
EXP	**LP**
17-21	1

Action Checklist



1. Reach the underground waterway via Storehouse 5.

2. Follow the waterway to the palace cellar.



TREASURE TABLE LEGEND:

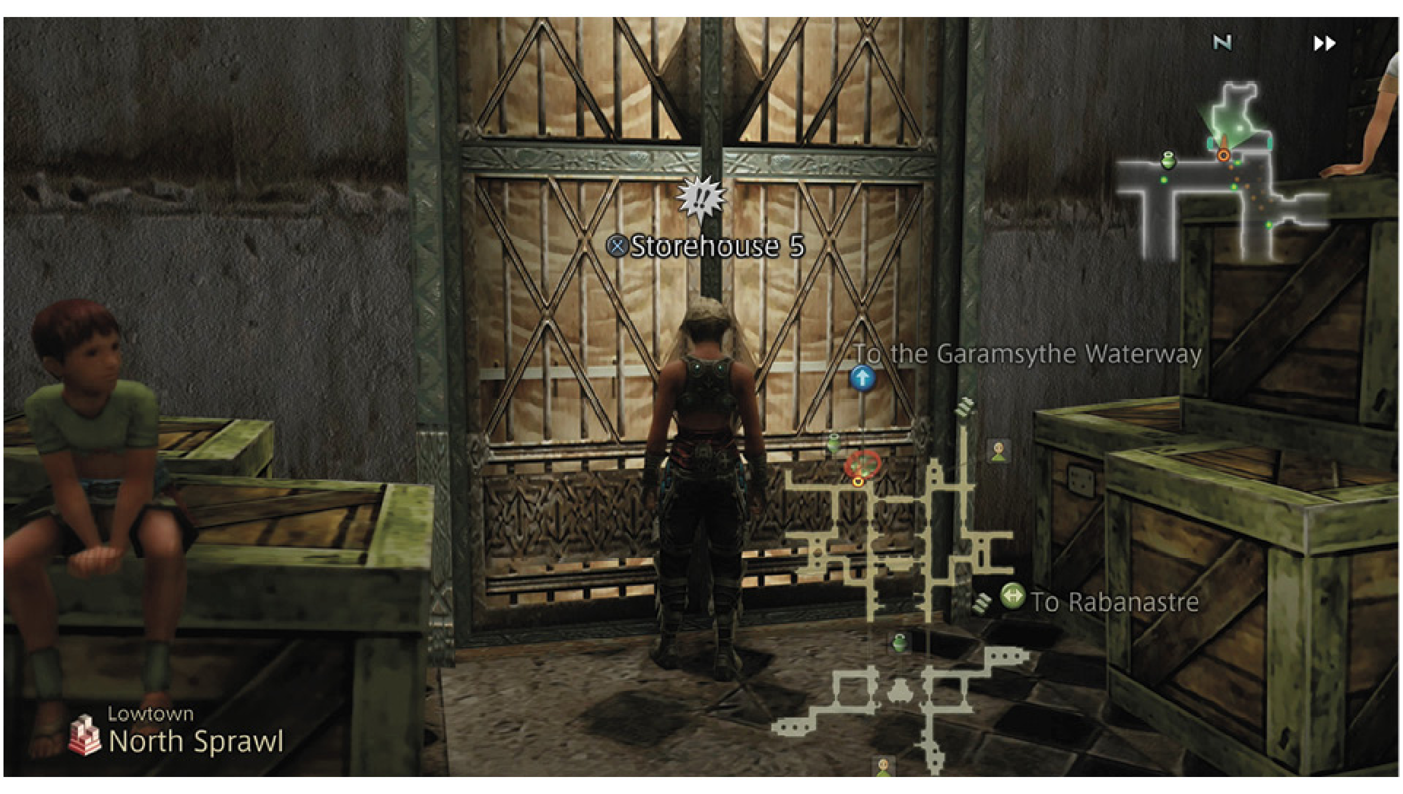
1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	75%	30%	~80	Potion	Potion	Knot of Rust	Meteorite (A)
2	75%	30%	~80	Potion	Potion	Knot of Rust	Meteorite (A)
3	75%	30%	~80	Eye Drops	Eye Drops	Knot of Rust	Meteorite (B)
4	75%	25%	~80	Antidote	Antidote	Knot of Rust	Meteorite (A)
5	75%	35%	~80	Antidote	Broad Sword	Knot of Rust	Meteorite (A)
6	75%	40%	~120	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (C)
7	75%	30%	~80	Potion	Potion	Knot of Rust	Meteorite (A)
8	75%	30%	~70	Antidote	Antidote	Knot of Rust	Meteorite (A)
9	75%	30%	~80	Potion	Potion	Knot of Rust	Meteorite (A)
10	75%	30%	~120	Aero Mote	Aero Mote	Knot of Rust	Meteorite (B)
11	75%	40%	~80	Potion	Spear	Knot of Rust	Meteorite (A)
12	100%	0%	–	Remedy	Remedy	Remedy	Remedy
13	75%	30%	~80	Potion	Potion	Knot of Rust	Meteorite (A)
14	75%	30%	~100	Potion	Potion	Knot of Rust	Meteorite (A)

Get into the Waterway

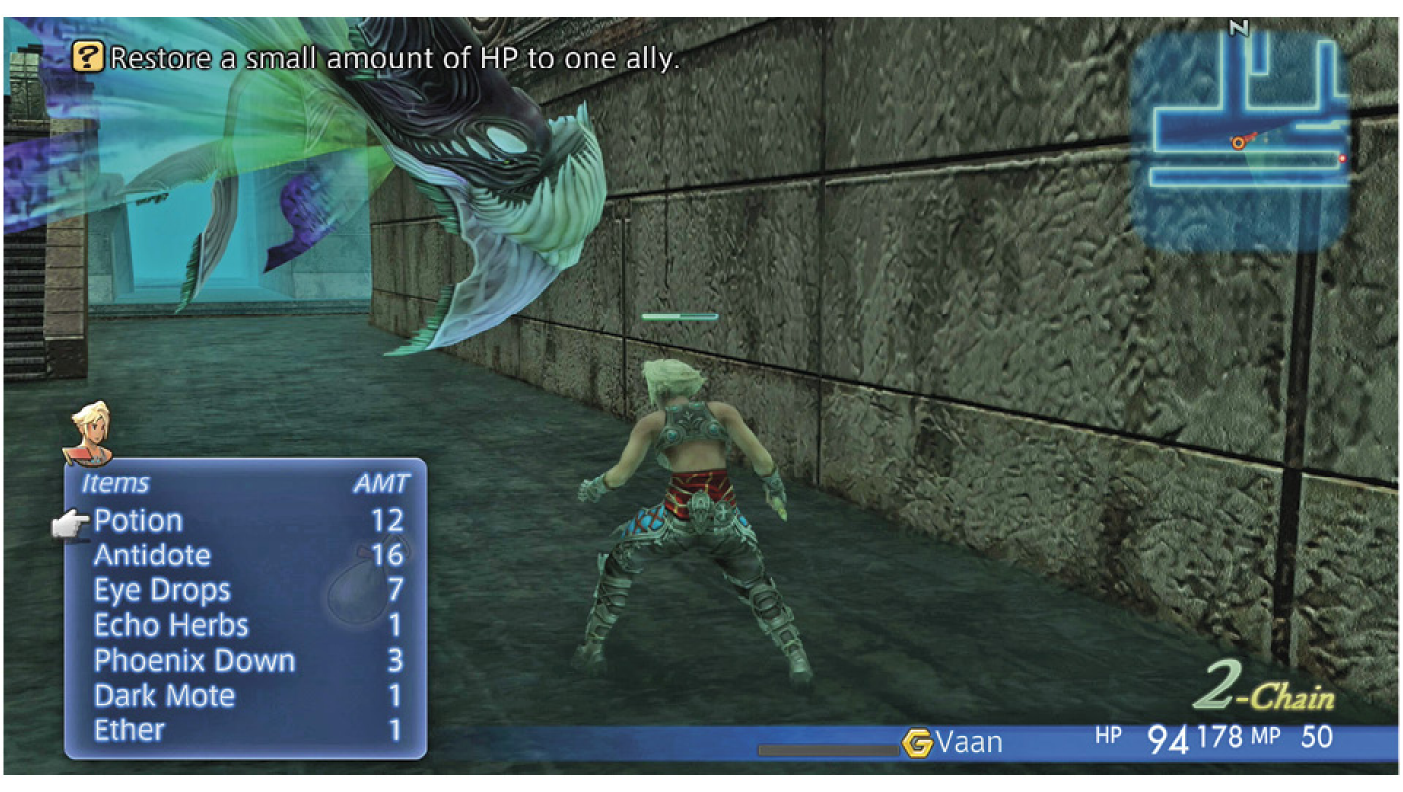
Use the Location Map to navigate to the flashing red 'X' up in the northwest corner of Lowtown and go through the doors of Storehouse 5 to where Kytes is awaiting. He opens the left waterway door for Vaan, then offers some Potions and Eye Drops. (This provides a good clue as to what you'll run into below; you might want to find a merchant and buy more Eye Drops.) Go through the left storehouse door to enter the Garamsythe Waterway.



Kytes gets you through the previously locked storehouse door into the waterway.

Find the Palace Entrance

You start in the Central Spur Stairs. Go west and save your game at the blue crystal, then continue up the stairs and around the corner into the next section, the Northern Sluiceway. Continue to move eastward along the corridors. The route is essentially linear, but it's worth checking every alcove for treasure. (Check the map in this section for possible treasure locations.)



Restore a small amount of HP to one ally.

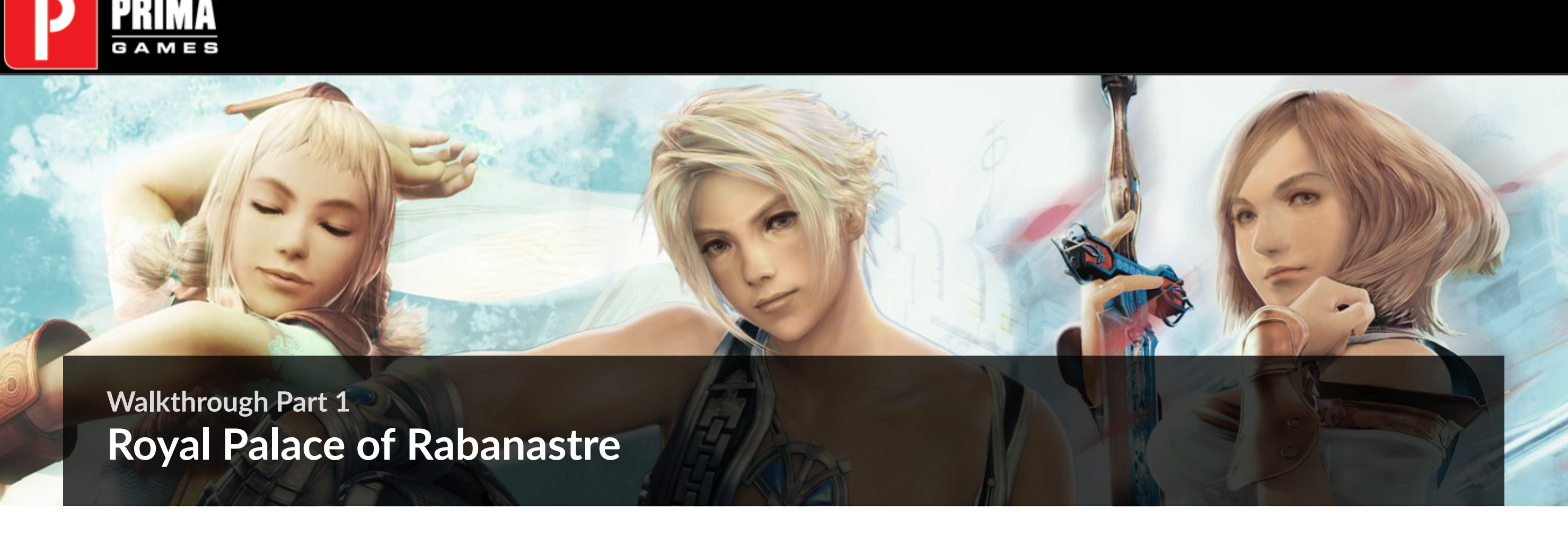
Items	AMT
Potion	12
Antidote	16
Eye Drops	7
Echo Herbs	1
Phoenix Down	3
Dark Mote	1
Ether	1

It may seem like a maze, but the route through the waterway is fairly straightforward. Look for treasures tucked into alcoves.

The next area, the North Spur Sluiceway, features a tough enemy, a flying fish called the Ichthon. It's easy enough to defeat in a one-on-one battle, but a fight against two of them may be tough because of their multiple-hit attacks. Continue to the final stairway and select "Climb the stairs," then "It's now or never" to enter the palace.

Vaan's climb up the secret stairs triggers a short but spectacular visual introduction to two important characters.

As fireworks punctuate the palace fete, two mysterious strangers arrive via hover bike. Who are they?



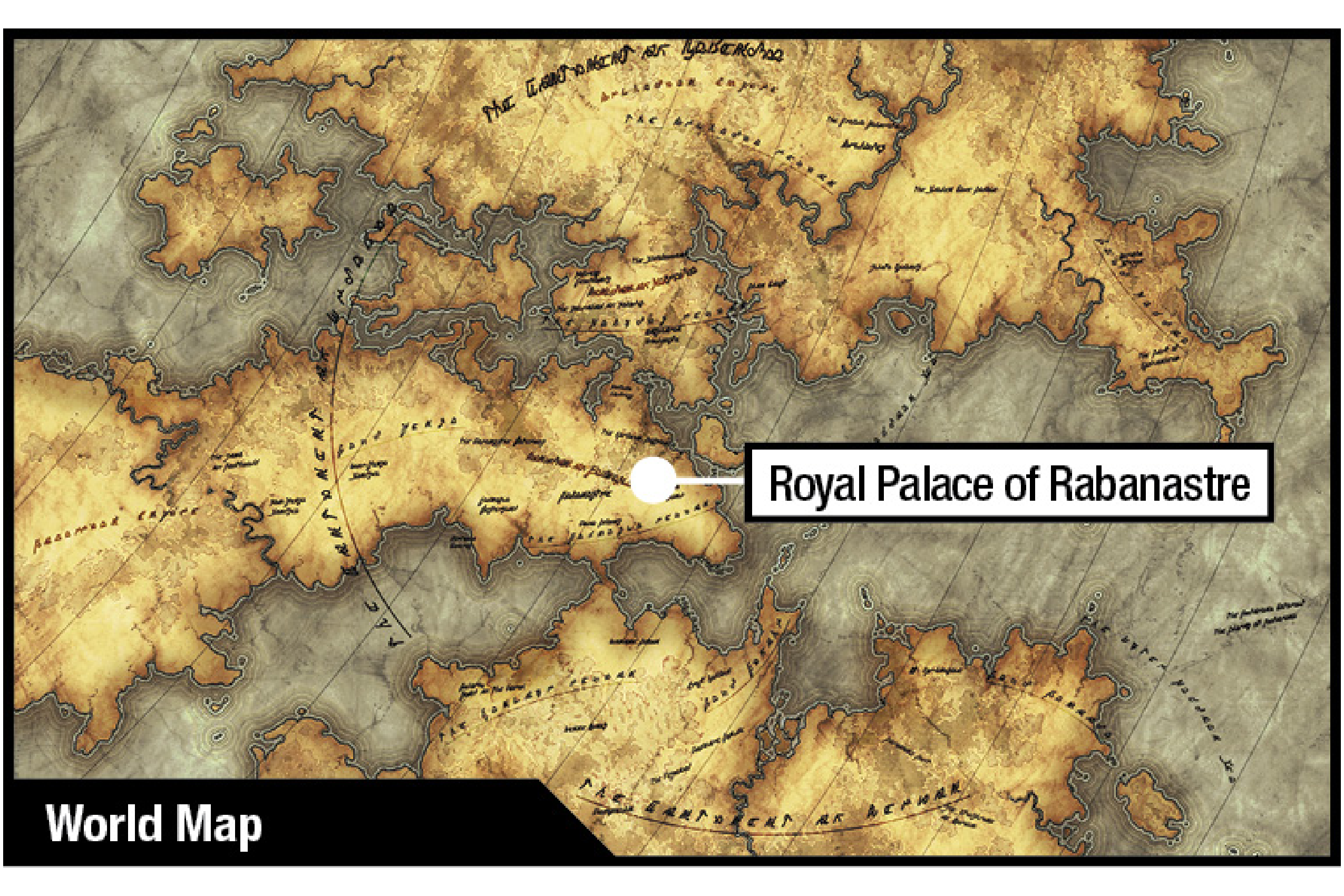
Walkthrough Part 1

Royal Palace of Rabanastre

OBJECTIVE

Burgle the Palace Treasury

Your goal here is to break into the Treasury and "take back what's yours"… for Dalmasca, of course. Unfortunately, Imperial guards are everywhere, so you must use your wiles to sneak past them.



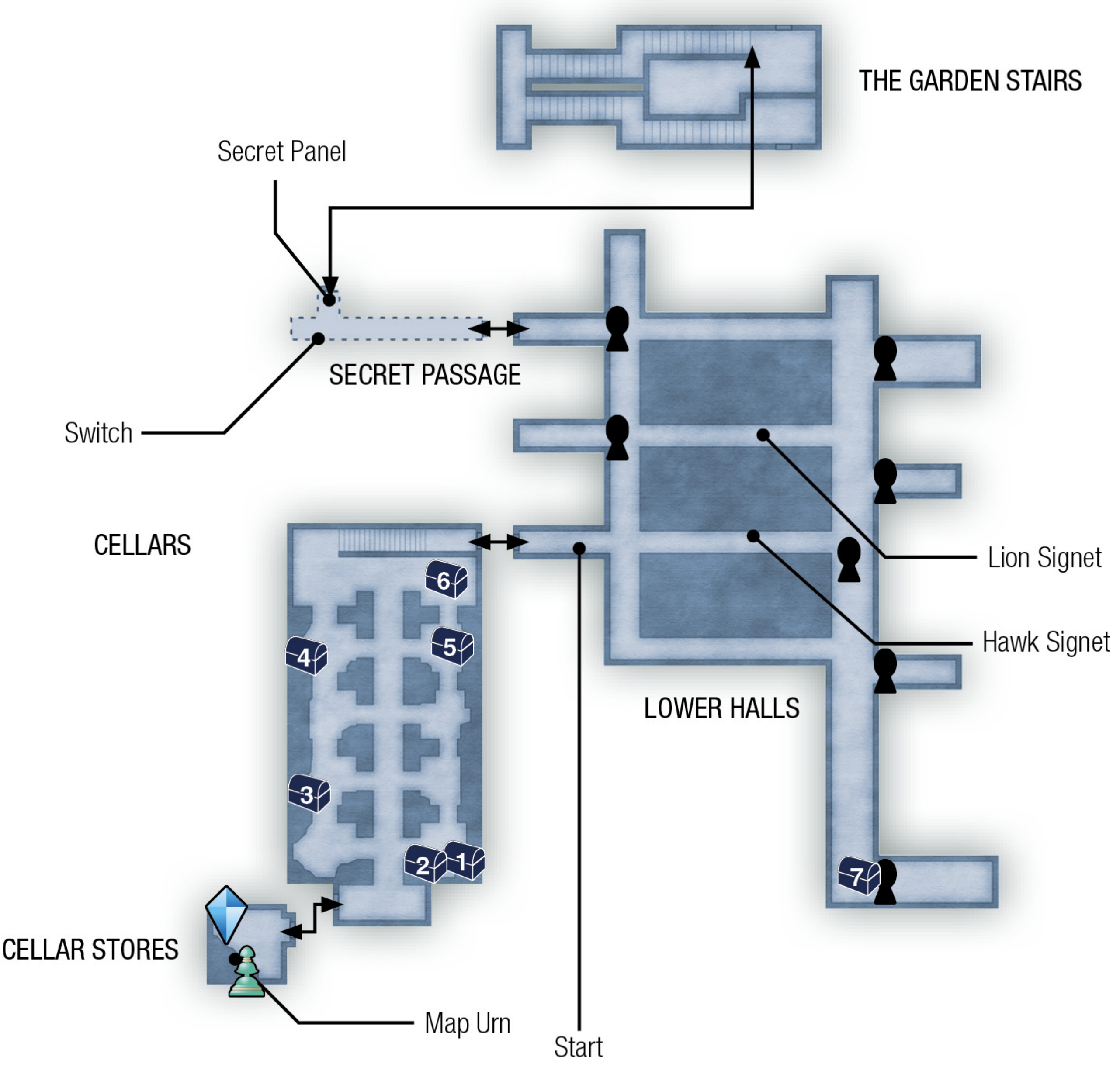
Action Checklist

1. Sneak past the guard out of the palace cellars.

2. Maneuver past the maze of Imperial guards in the lower hallway.

3. Use the Crescent Stone on the signet tile.

4. Steal something valuable from the Treasury, then escape from the palace.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

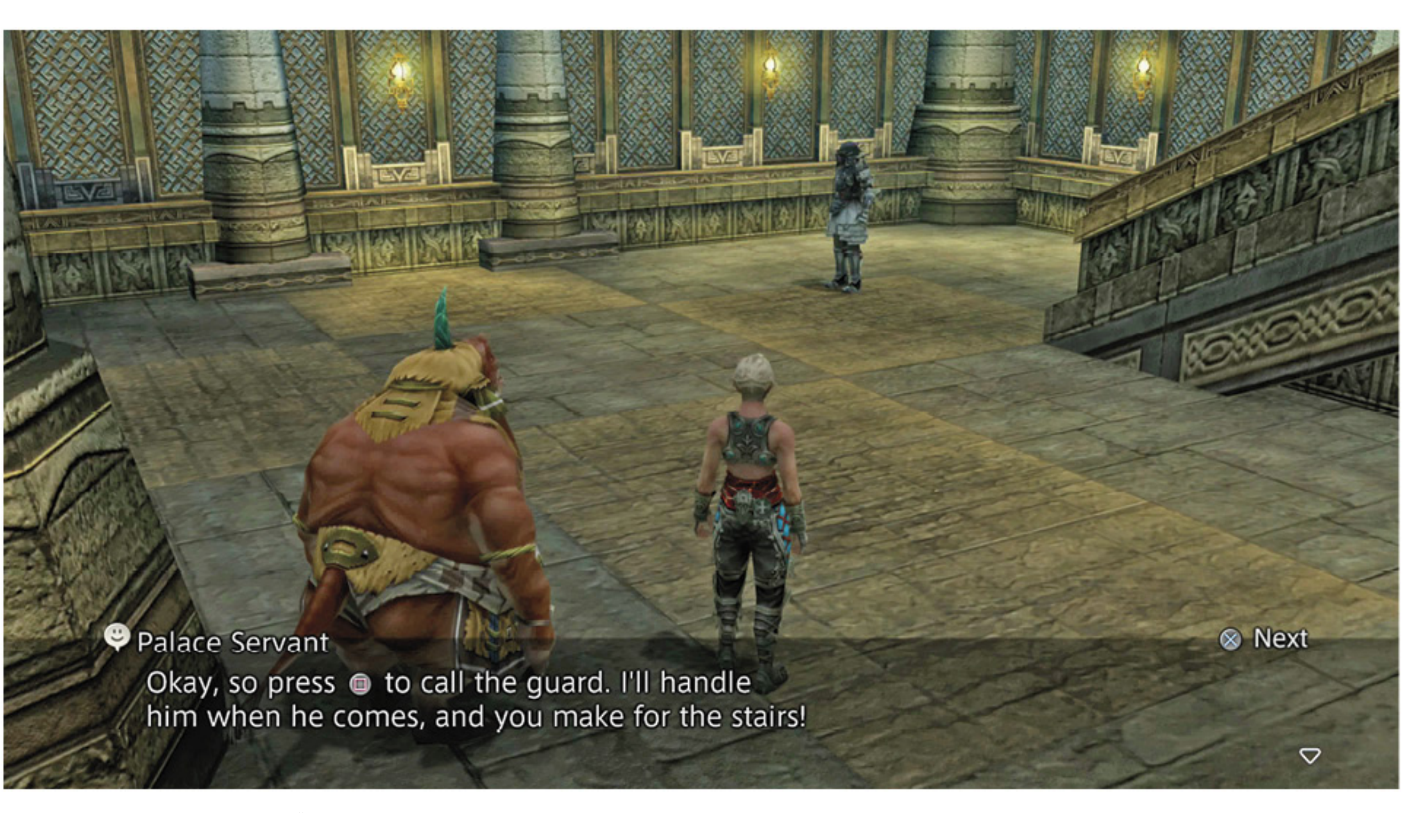
2 = These color chests will reappear on the maps.

● = Guards (starting position)

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	0%	–	Elixir	Elixir	Elixir	Elixir
2	100%	0%	–	Antidote	Antidote	Antidote	Antidote
3	100%	0%	–	Remedy	Remedy	Remedy	Remedy
4	100%	0%	–	Ether	Ether	Ether	Ether
5	100%	0%	–	Phoenix Down	Phoenix Down	PhoenixDown	Phoenix Down
6	100%	0%	–	Potion	Potion	Potion	Potion
7	100%	0%	–	Orrachea Armlet	Orrachea Armlet	Orrachea Armlet	Orrachea Armlet

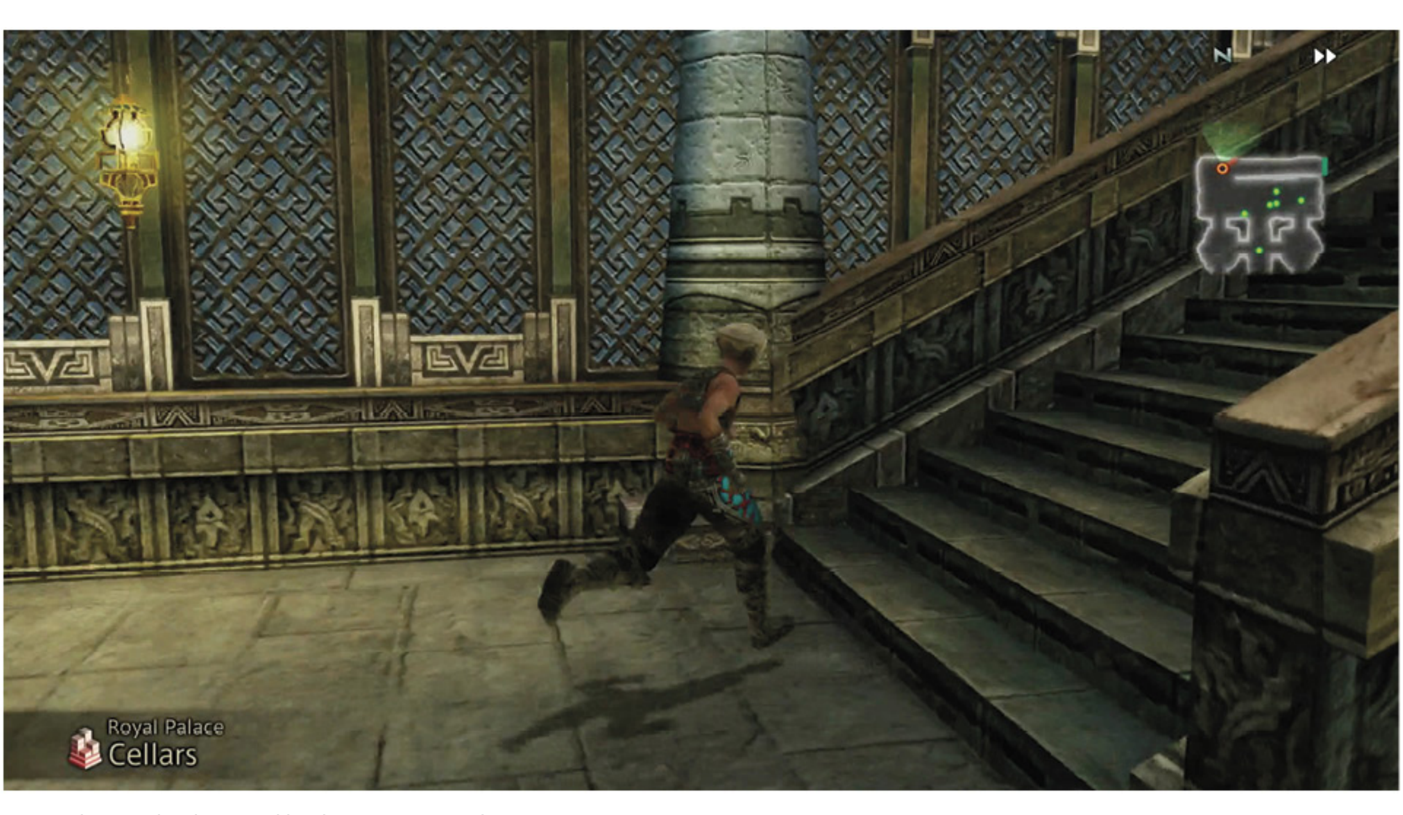
Sneak Out of the Cellars

Open the nearby Map Urn to obtain a full map of the Palace, then save your game at the Save Crystal. Exit the room via the east doors to enter the Cellars, where you find palace workers scurrying about preparing for the fete. When you reach the north end of the room, two Imperials give harsh orders to the work crew, threatening to punish anyone who leaves the cellar too soon. Try to go upstairs and a guard will stop Vaan, but a seeq servant notices the attempt. Go talk to him; he kindly offers to help out. When prompted, press the button to shout at a guard. When the guard reaches the seeq and starts talking, rush behind him along the wall and follow it to the staircase, then hurry upstairs to the next area.



Palace Servant
Okay, so press ■ to call the guard. I'll handle him when he comes, and you make for the stairs!

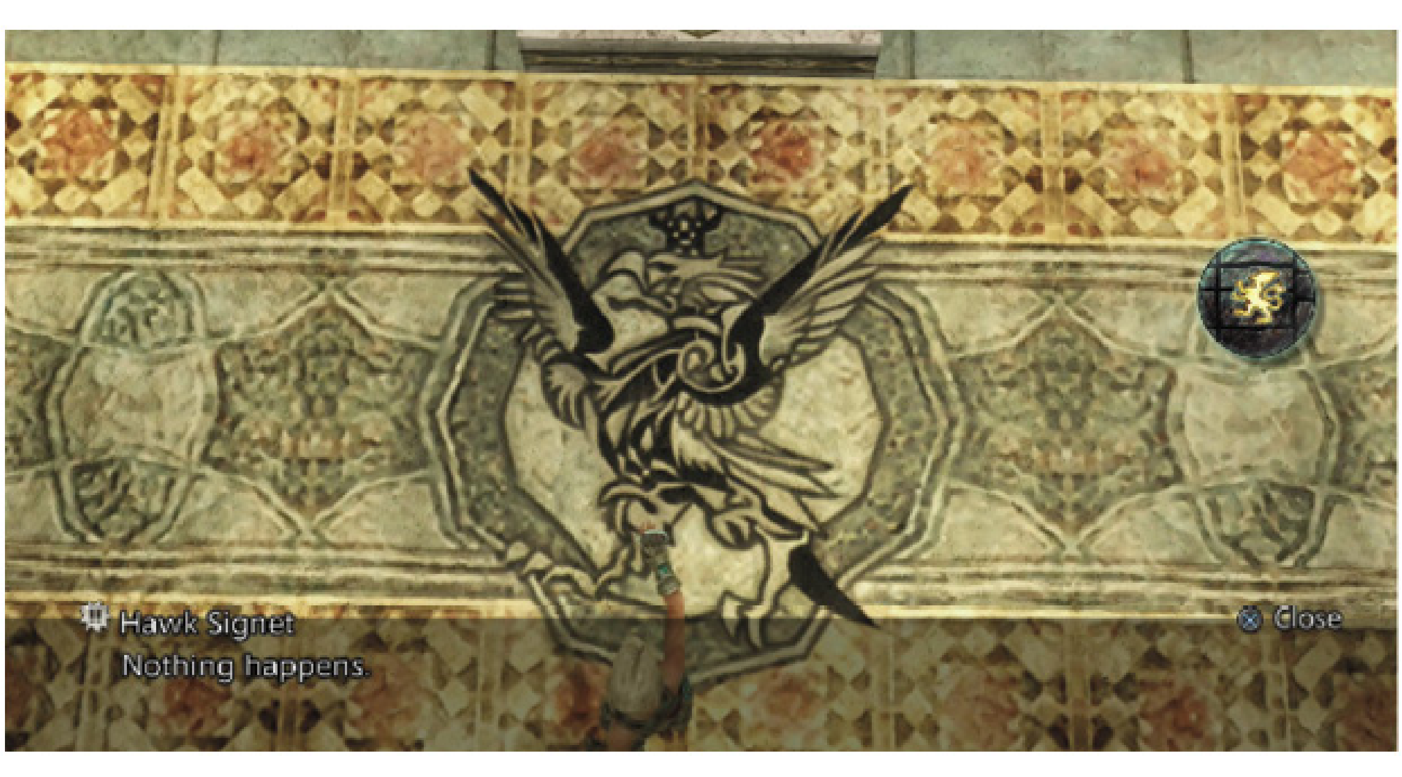
The seeq empathizes with your "hunger" and offers to distract the guard so you can sneak upstairs.



Hurry! The guard is distracted by the seeq! Get up those stairs.

Find the Signet Tile and Maneuver Past the Hallway Guards

To find the signet and use the Crescent Stone while eluding the Imperial guards, you need to move very precisely. One wrong turn and you could get caught, and have to start over.



Hawk Signet
Nothing happens.

The Hawk Signet is gorgeous but doesn't respond to the Crescent Stone.

From the starting point, walk directly east until you reach the Hawk Signet on the floor. Note that a pair of guards stands further down this corridor. Press ✕ to examine the signet, then try to use the Crescent Stone. Nothing happens.

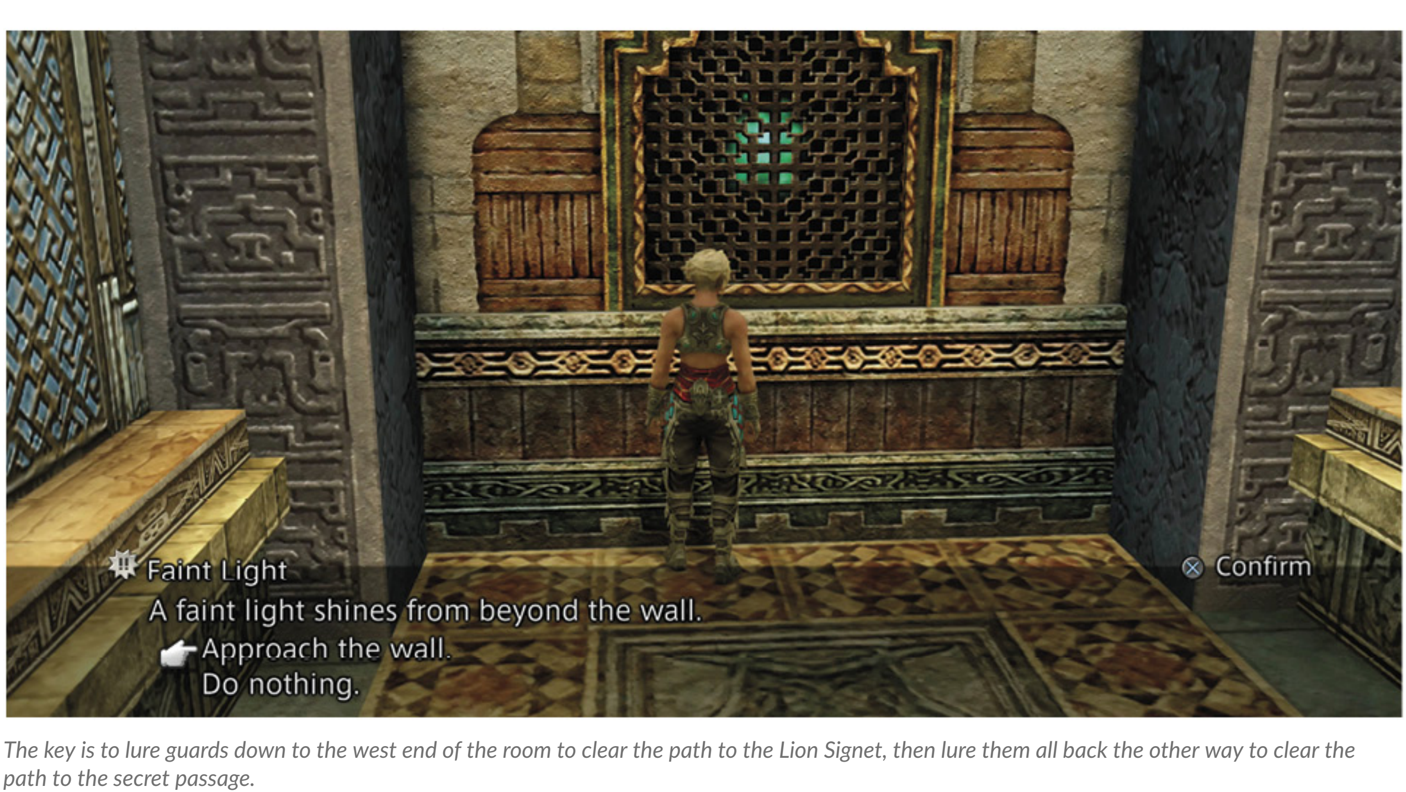
Take a few more steps toward the two guards and press ■ to call them "bucket heads." Then quickly turn and run back west; turn left at the intersection, heading south. The guards leave their post and give chase as far as the intersection, but then halt and stay put. Turn left again at the next corner, heading east, and left again at the next corner to head north.

Stay on the left side of the hall while running north to the second left turn. Take it and go halfway up the hall until you reach the Lion Signet on the floor. Note the three guards at the far end of this corridor. Use the Crescent Stone here and it flashes light to a secret passage at the far end of this corridor. Aha!

The Lion Signet lights the way to the secret passage.

Turn around and go back to the intersection, then turn left and head north. At the last corner, turn left again to see the single guard at the far end. Go a little past halfway down the corridor, press ■ to call the guard, then turn around and sprint away. Remember: Don't get too close to the Imperials!

Turn right at the corner and take the next right to return to the Lion Signet on the floor. Walk west past it a few steps and call the three guards. Turn and run away again by sprinting to the corner, turning right, and heading south.



Faint Light
A faint light shines from beyond the wall.
Approach the wall.
Do nothing.

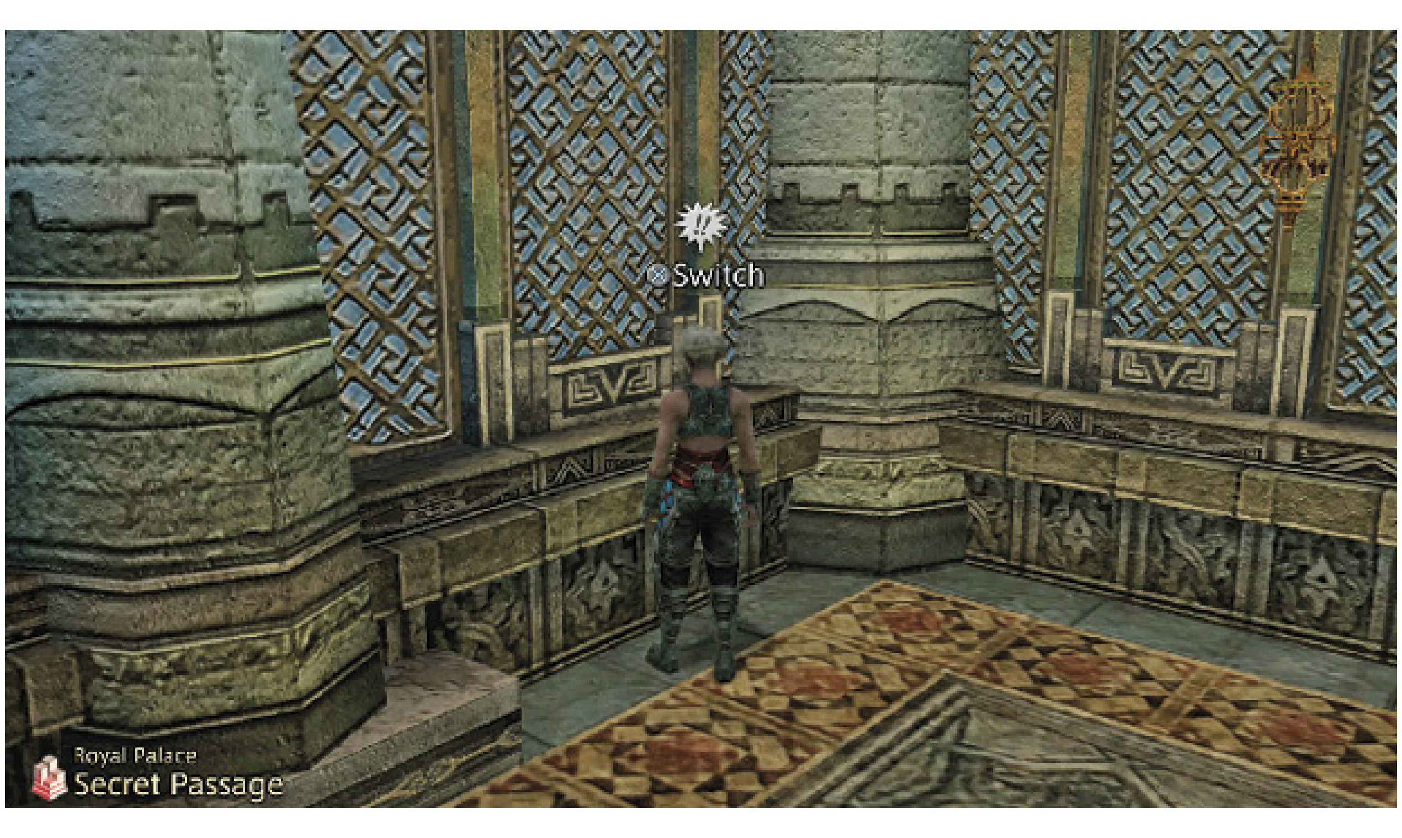
The key is to lure guards down to the west end of the room to clear the path to the Lion Signet, then lure them all back the other way to clear the path to the secret passage.

Take the next right to move up the corridor past the Hawk Signet and call to the guards at the far end of the hall and run away. The coast is clear to your final destination! Turn right at the next three corners to reach the long hallway running north and south up the west side of the hall. Follow it to the last corner and turn left.

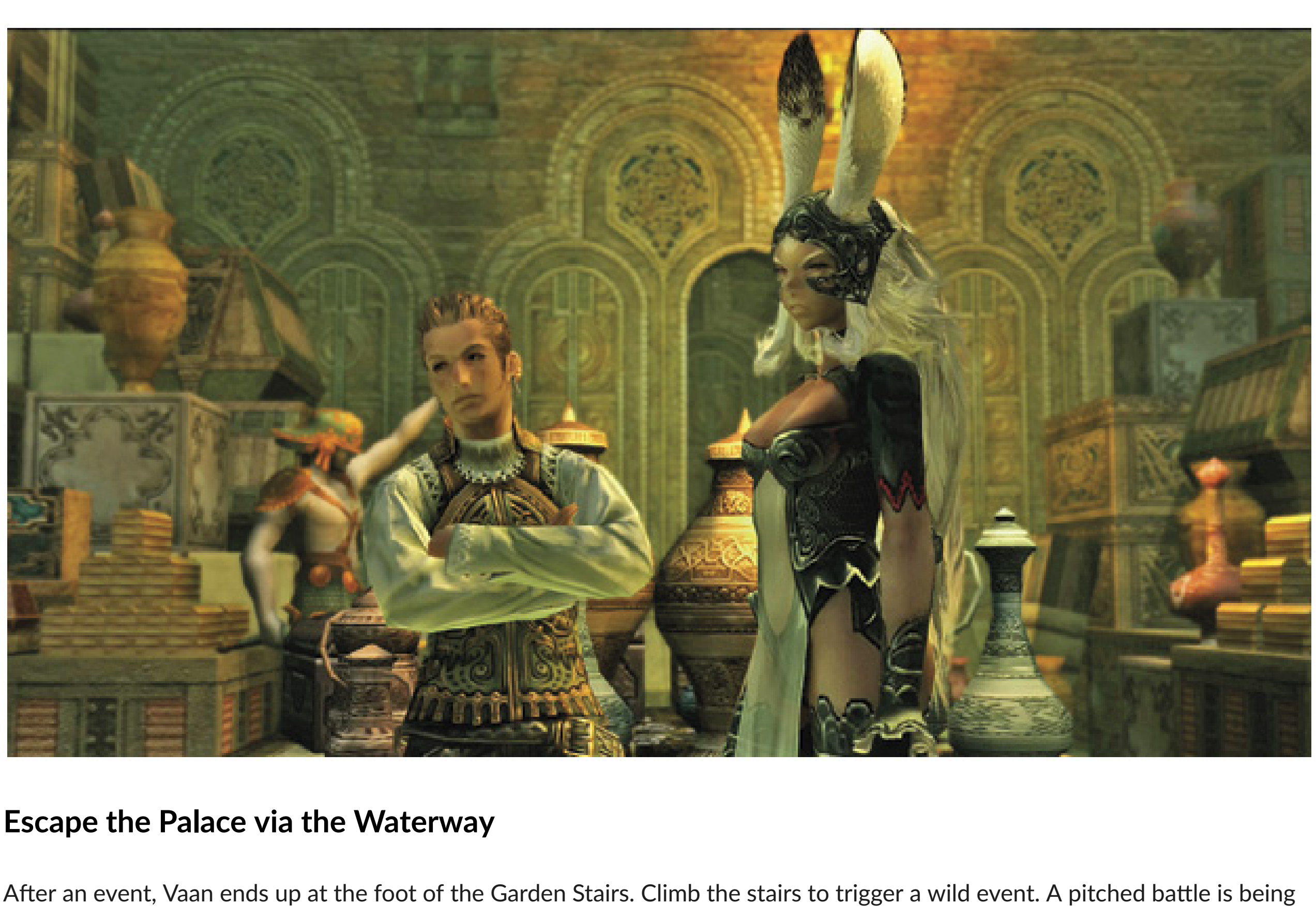
Examine the "Faint Light" in the grating, then select "Approach the wall" to enter the secret passage. Oops— the passage door slides shut behind Vaan, locking him in.

Find the Treasury

Go to the end of the hall and examine the wall on the left (south) side. A switch! Use the switch to unlock the "Suspicious-looking wall" on the opposite side of the hall. Examine the wall to open a secret panel and enter. This triggers an event in which Vaan browses through the Treasury and discovers a gem-like stone.

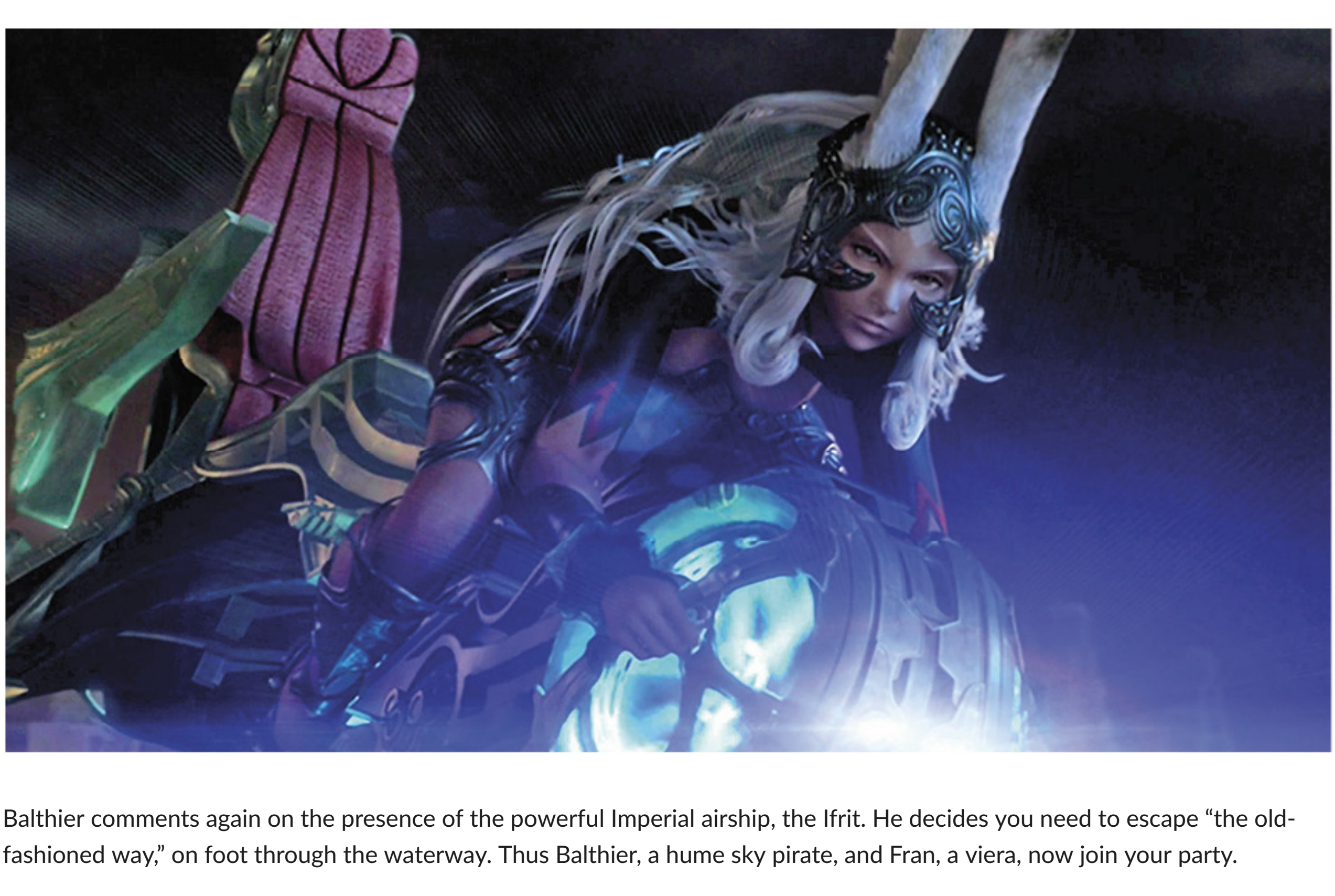


The two characters introduced earlier, Balthier and Fran, burst in and demand the stone. Vaan refuses to hand it over: "I found it! It's mine!" (Good logic.) It looks like a classic standoff between thieves, Vaan breaks it up with the crafty move of simply running away mid-conversation.

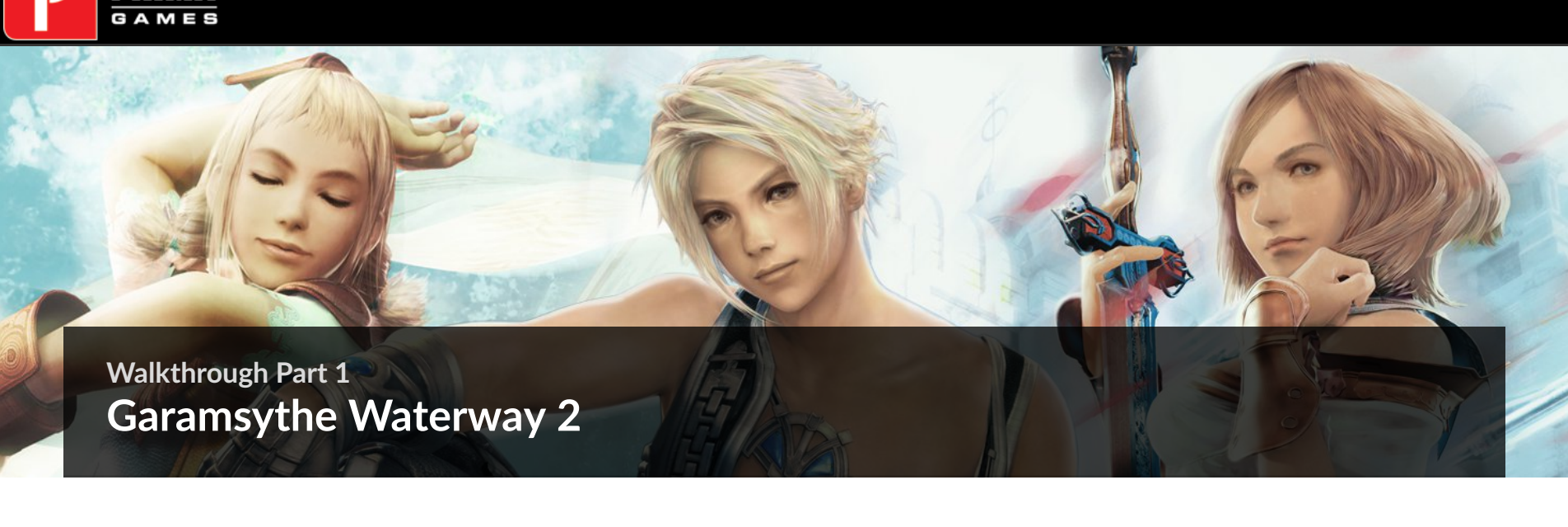


Escape the Palace via the Waterway

After an event, Vaan ends up at the foot of the Garden Stairs. Climb the stairs to trigger a wild event. A pitched battle is being fought outside! Vaan ends up "escaping" on a hover bike with Balthier and Fran, but they don't get far; the bike breaks down.



Balthier comments again on the presence of the powerful Imperial airship, the Ifrit. He decides you need to escape "the old-fashioned way," on foot through the waterway. Thus Balthier, a hume sky pirate, and Fran, a viera, now join your party.



Walkthrough Part 1

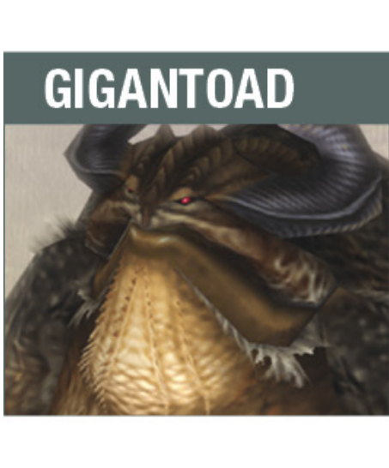
Garamsythe Waterway 2

OBJECTIVE

Survive the Underground Waterway

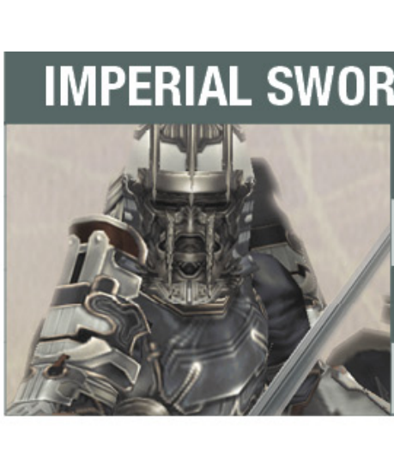
Venture from the royal palace back to the city via the treacherous underground waterway, defeating deadly foes along the way.

GIGANTOAD



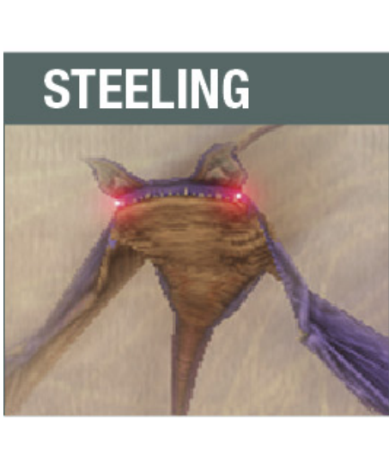
LEVEL	HP
5-6	341-361
EXP	**LP**
131-133	1

IMPERIAL SWORDSMAN



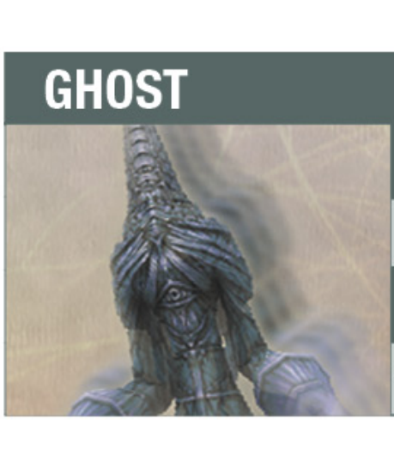
LEVEL	HP
8-9	229-237
EXP	**LP**
65-85	1

STEELING



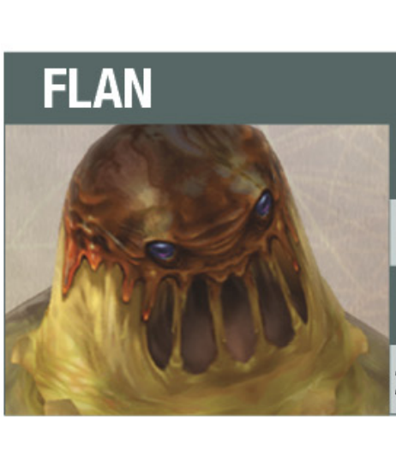
LEVEL	HP
6-7	282-298
EXP	**LP**
88-92	1

GHOST



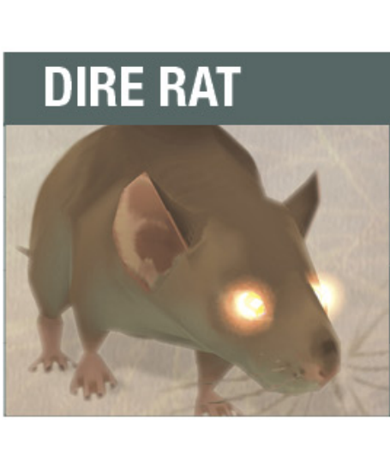
LEVEL	HP
5-7	328-340
EXP	**LP**
136-142	

FLAN



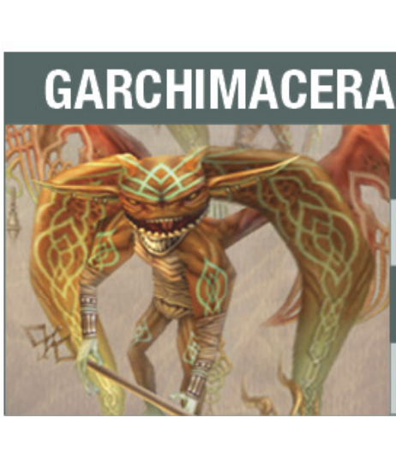
LEVEL	HP
6-7	280-294
EXP	**LP**
200-207	1

DIRE RAT

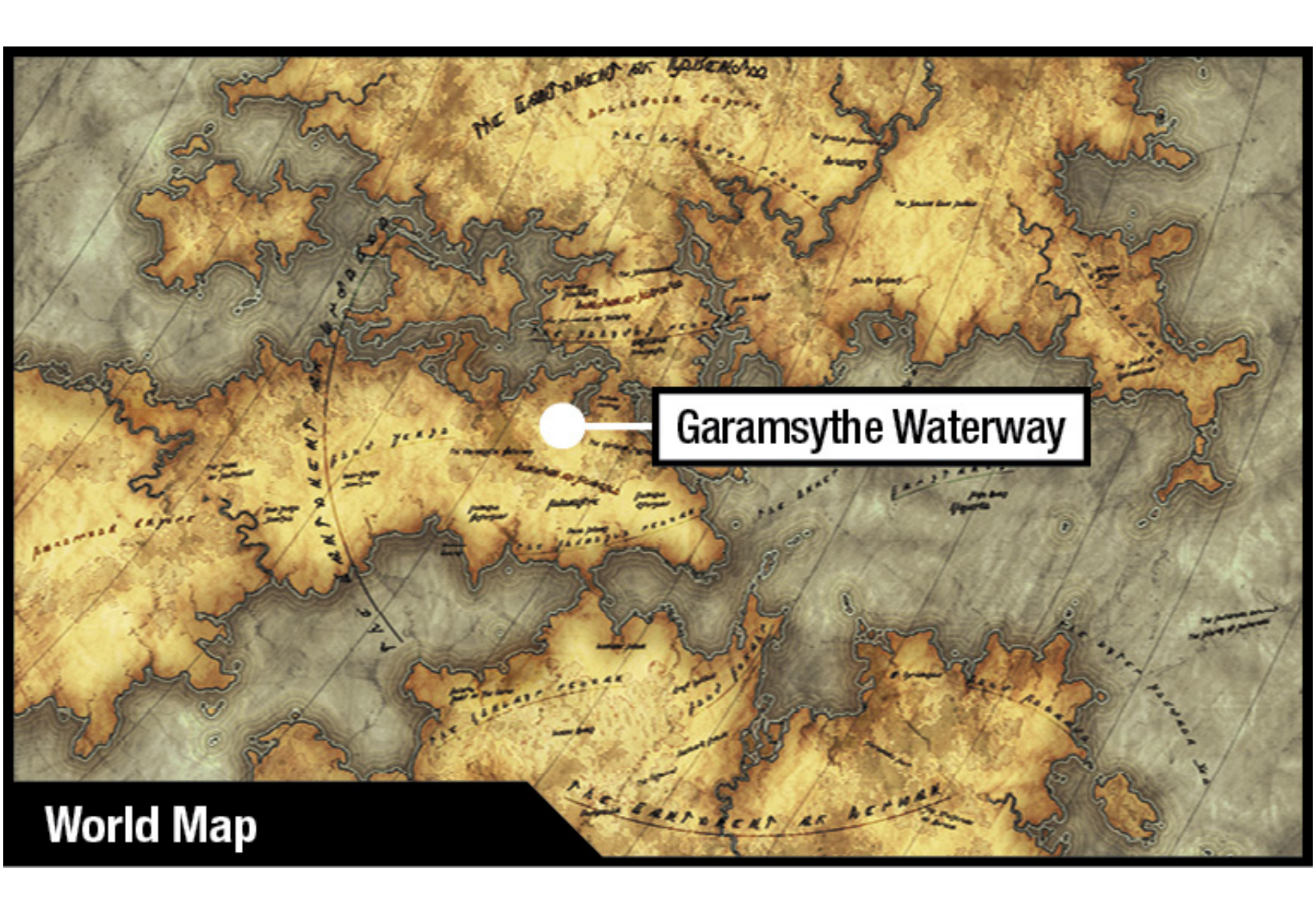


LEVEL	HP
4-5	212-232
EXP	**LP**
54-56	1

GARCHIMACERA



LEVEL	HP
4-6	287-317
EXP	**LP**
125-137	1



Action Checklist

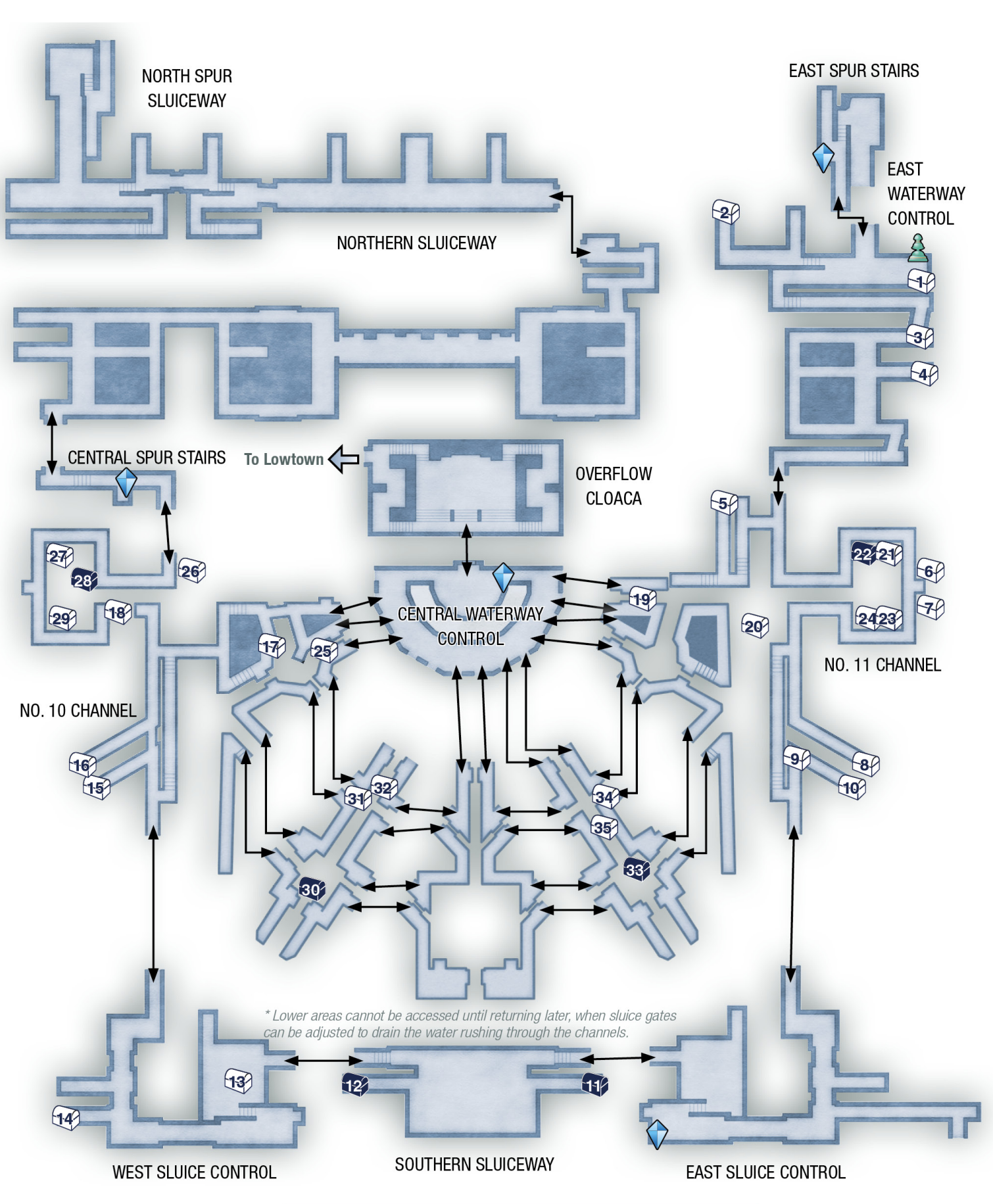
1. Learn how to use the Gambit system.

2. Work through the waterway canals.

3. Pick up a "party guest" and defeat a powerful Imperial force.

4. Fight off a nasty Flan ambush.

5. Defeat Firemane, the game's first real boss.



* Lower areas cannot be accessed until returning later, when sluice gates can be adjusted to drain the water rushing through the channels.

TREASURE TABLE LEGEND:

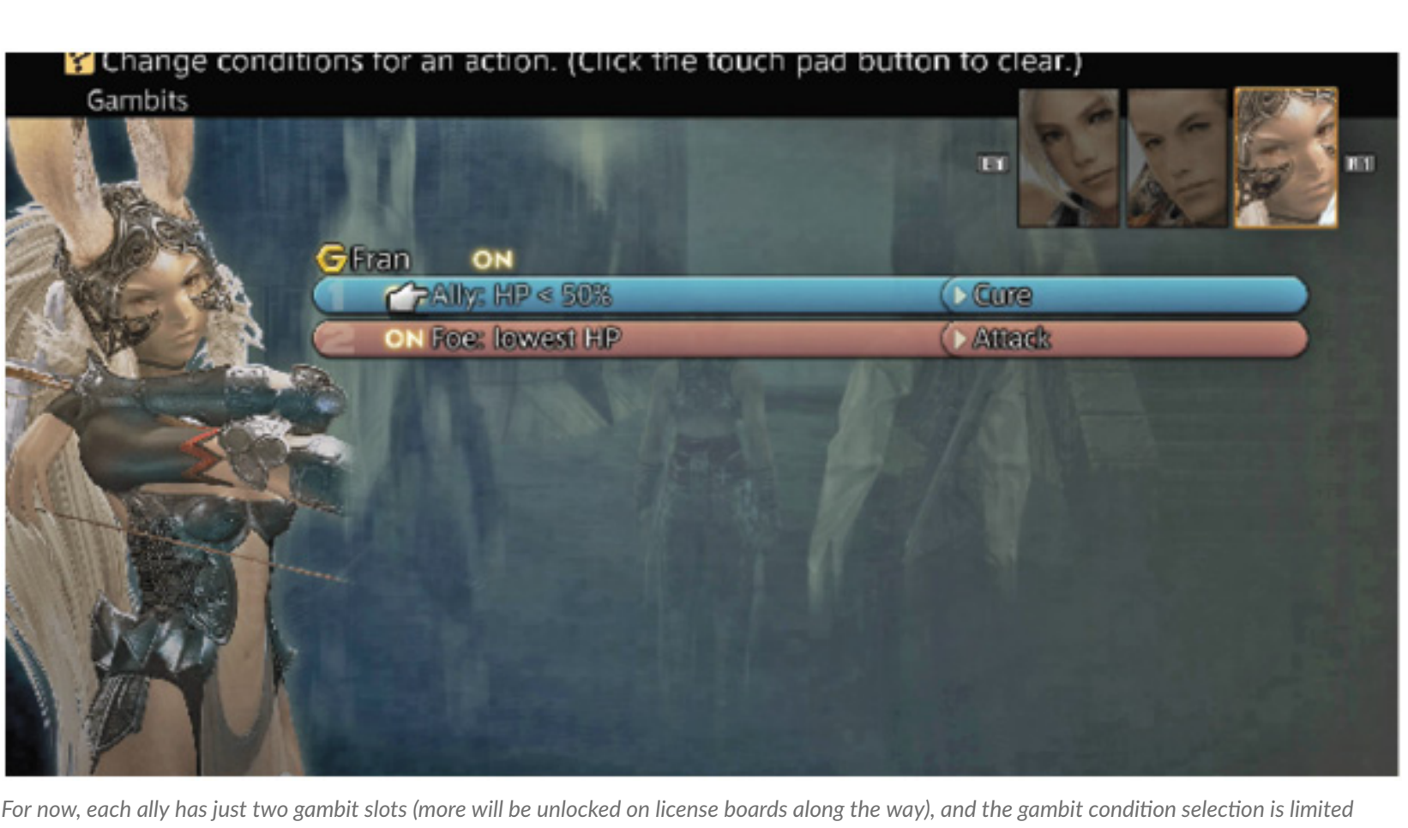
1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	40%	~80	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
2	80%	30%	~80	Antidote	Antidote	Knot of Rust	Meteorite (A)
3	80%	45%	~90	Potion	Altair	Knot of Rust	Meteorite (B)
4	80%	40%	~100	Hi-Potion	Leather Breastplate	Knot of Rust	Meteorite (A)
5	75%	30%	~80	Antidote	Antidote	Knot of Rust	Meteorite (A)
6	75%	40%	~80	Potion	Light-woven Shirt	Knot of Rust	Meteorite (A)
7	75%	40%	~80	Potion	Chromed Leathers	Knot of Rust	Meteorite (A)
8	75%	35%	~110	Ether	Ether	Knot of Rust	Meteorite (A)
9	75%	35%	~80	Potion	Oaken Pole	Knot of Rust	Meteorite (B)
10	75%	40%	~90	Potion	Kotetsu	Knot of Rust	Meteorite (A)
11	100%	0%	—	Hi-Potion	Hi-Potion	Hi-Potion	Hi-Potion
12	100%	0%	—	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down
13	80%	35%	~80	Dark Mote	Dark Mote	Knot of Rust	Meteorite (A)
14	80%	35%	~90	Soleil Fang	Soleil Fang	Knot of Rust	Meteorite (B)
15	70%	40%	~95	Antidote	Silken Shirt	Knot of Rust	Meteorite (A)
16	70%	40%	~85	Potion	Bowgun	Knot of Rust	Meteorite (A)
17	70%	40%	~300	Hi-Potion	Longsword	Knot of Rust	Meteorite (A)
18	70%	45%	~80	Phoenix Down	Mace	Knot of Rust	Meteorite (B)
19	90%	50%	~300	Chronos Tear	Serum	Knot of Rust	Meteorite (C)
20	90%	50%	~300	Ether	Long Bolts	Knot of Rust	Meteorite (A)
21	90%	50%	~300	Nu Khai Sand	Hi-Potion	Knot of Rust	Meteorite (A)
22	100%	0%	—	Gilt Measure	Gilt Measure	Gilt Measure	Gilt Measure
23	90%	50%	~300	Ether	Aqua Mote	Knot of Rust	Meteorite (B)
24	90%	50%	~300	Potion	Gold Needle	Knot of Rust	Meteorite (A)
25	90%	50%	~300	Ether	Potion	Knot of Rust	Meteorite (A)
26	90%	50%	~300	Phoenix Down	Gold Needle	Knot of Rust	Meteorite (B)
27	90%	50%	~300	Dispel Mote	Gravity Mote	Knot of Rust	Meteorite (A)
28	100%	0%	—	Hornito	Hornito	Hornito	Hornito
29	90%	50%	~300	Nu Khai Sand	Silent Shot	Knot of Rust	Meteorite (A)
30	100%	0%	—	Jade Collar	Jade Collar	Jade Collar	Jade Collar
31	90%	50%	~300	Potion	Aero Mote	Knot of Rust	Meteorite (B)
32	90%	50%	~300	Echo Herbs	Aqua Mote	Knot of Rust	Meteorite (A)
33	100%	0%	—	Achilles	Achilles	Achilles	Achilles
34	90%	50%	~300	Antidote	Ether	Knot of Rust	Meteorite (A)
35	90%	50%	~300	Eye Drops	Chronos Tear	Knot of Rust	Meteorite (B)

Learn Gambits!

This is a different part of the waterway now: you start at the East Spur Stairs. Save your game at the Save Crystal nearby and head downstairs for a quick Gambit tutorial. Follow it carefully, and take note of Balthier's advice: "Vitality before violence." In general, you should put healing/repair gambits before fighting gambits in your task order. (Again, for a more in-depth look at Gambits, see the "Gambits" chapter in this guide.)


Change conditions for an action. (Click the touch pad button to clear.)
Gambits
Fran
ON
Ally: HP < 50%
Cure
ON
Foe: lowest HP
Attack

For now, each ally has just two gambit slots (more will be unlocked on license boards along the way), and the gambit condition selection is limited (many more gambit options will be available very soon).

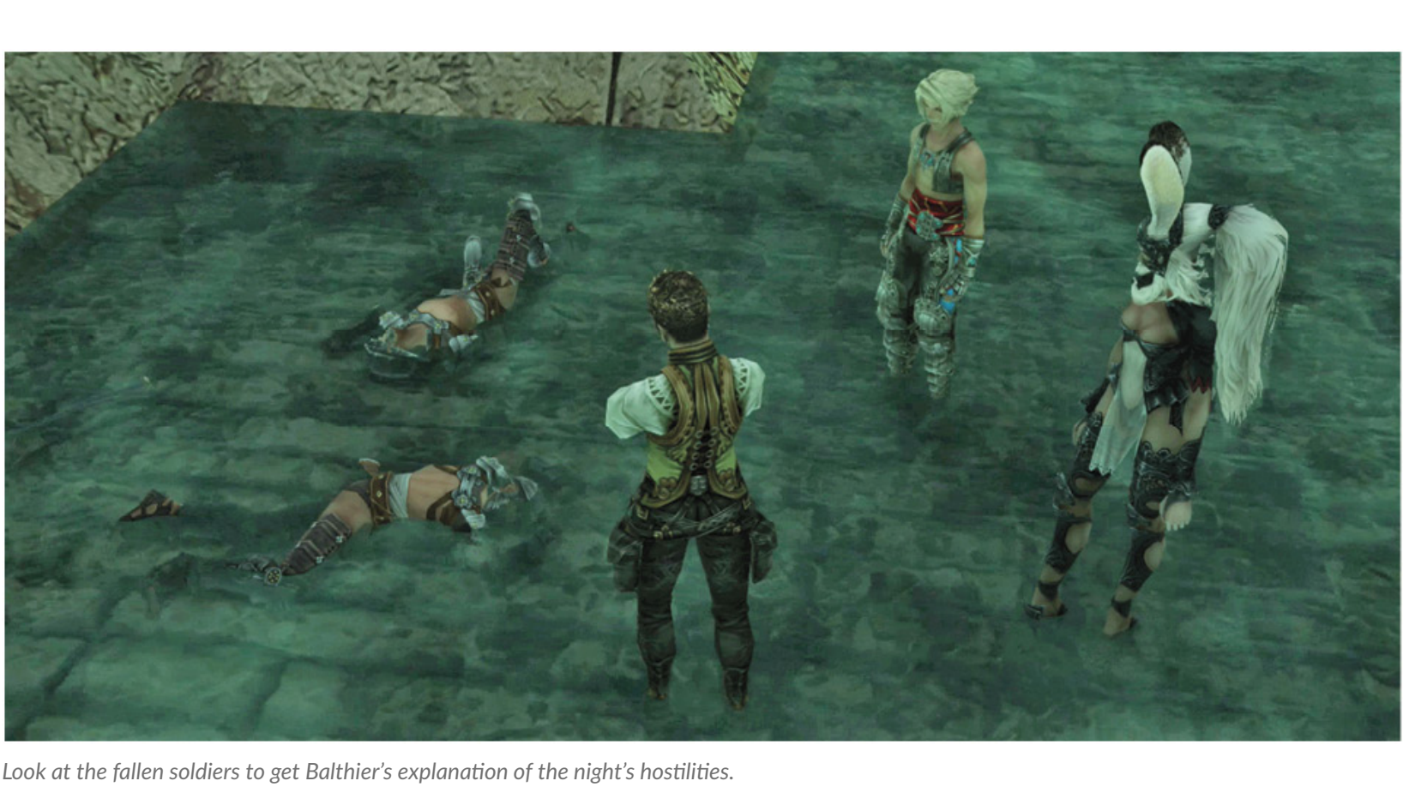
After the tutorial, open the Party Menu and check out the party's Gambit setups. Throughout the game, you'll want gambits set up that enable party members to sustain and enhance each other, while efficiently thinning out incoming enemy ranks. Design gambits that will be useful in many scenarios, and that will remove the types of actions you don't want to worry about, and save your attention for contingencies, issuing commands to your characters that are beyond the scope of the Gambit system.

For now, assign the first (higher-priority) gambit slot on each character to some kind of healing action, and the second gambit to offense. For now, "Ally HP < 30%—Potion" and "Ally HP < 50%—Cure" suffice for restoration, and "Foe: lowest HP—Attack" covers attacking.

These are just suggestions, mind you. Feel free to experiment with the order and type of gambits in the early going until you get a feel for how they actually work on the ground. And read the chapter in this guide on Gambits!

Move Down the Eastern Waterway

Now examine the fallen soldiers lying nearby. Balthier identifies them as anti-Imperial insurgents who infiltrated the area, hoping the Imperial guard would be distracted by the palace fete. He speculates that Vayne used himself as bait to draw them in, then sent in his powerful air brigade led by the Ifrit to crush the resistance.



Look at the fallen soldiers to get Balthier's explanation of the night's hostilities.

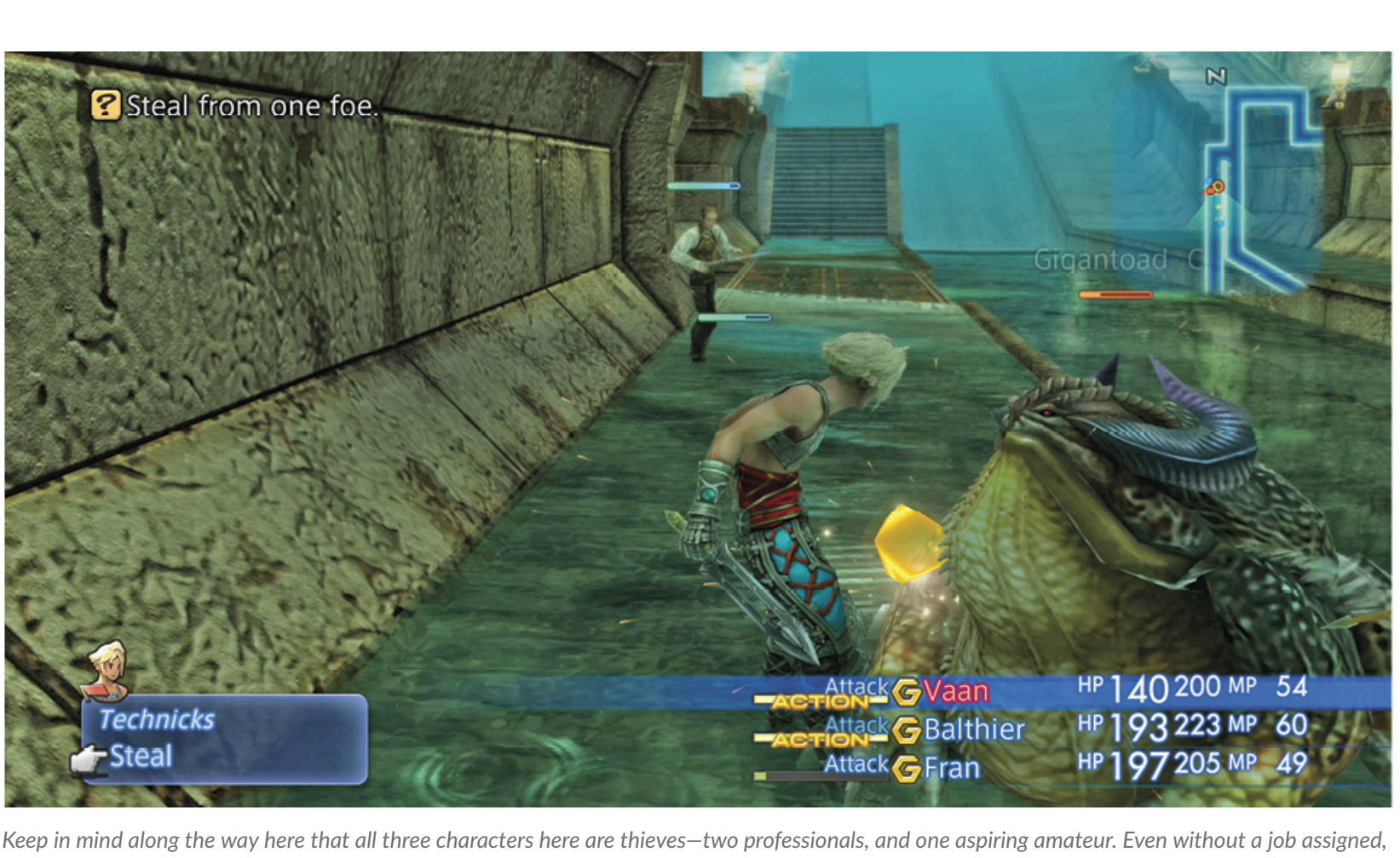
Head down the waterway into the next area, the East Waterway Control. Turn left to nab the full waterway map from the Map Urn, then continue along the route. As in the west waterway, the eastern route is essentially linear, although there are a few treasures tucked into alcoves and dead ends. (Refer to the maps in this section for possible treasure locations.) Fighting rats and bats is much easier with Balthier's gun and Fran's bow backing up Vaan.

Use Renewable Resources to Heal

Don't use Potions or Hi-Potions for healing unless you need a quick emergency boost of health, or if you've expended all your MP in the heat of battle. Since MP regenerates as you move around, use your party's Cure spells for healing as much as possible. Fran is capable of casting Cure magick, even without any licenses purchased.

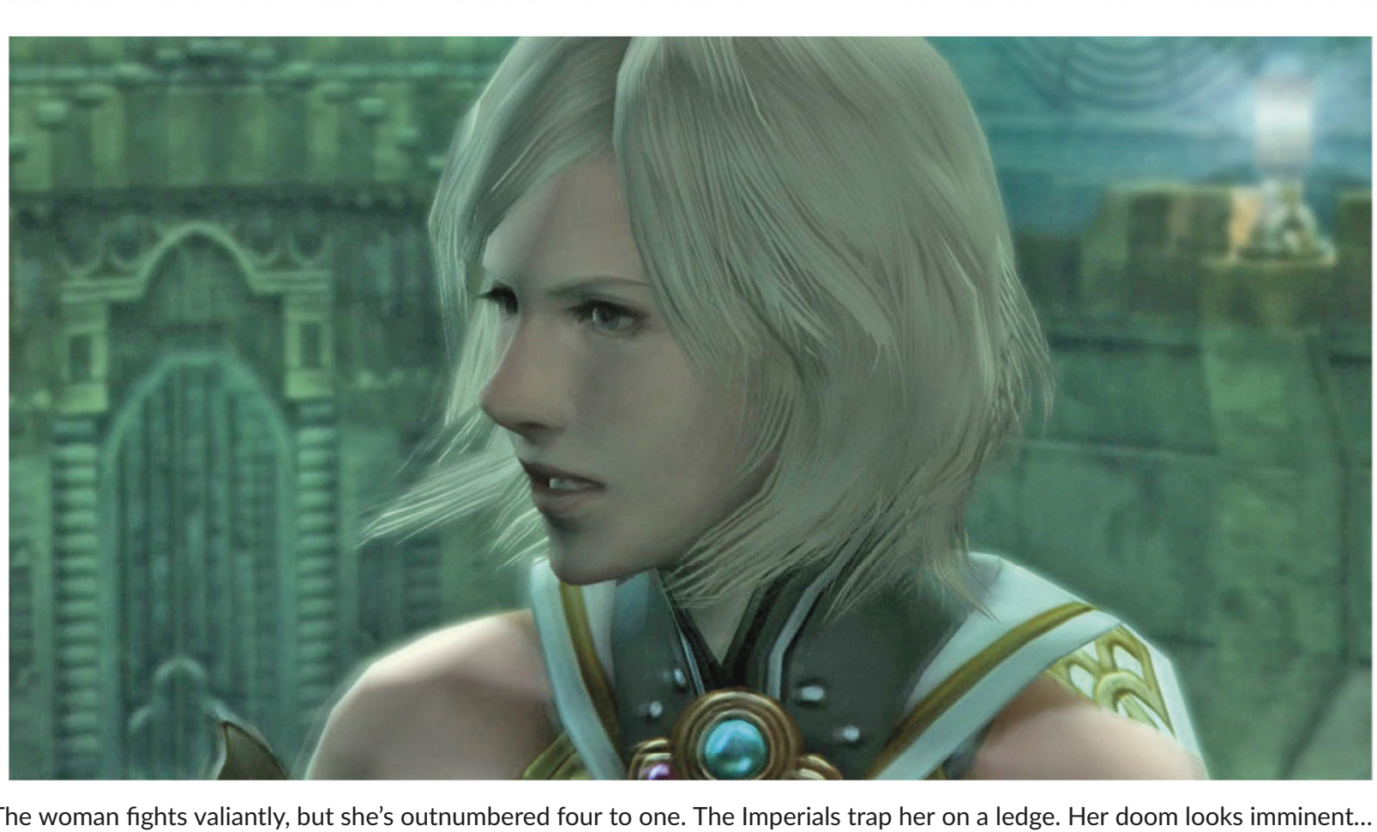
Continue south through the East Waterway Control into the No. 11 Channel. This is where the party encounters the Gigantoads, formidable Level 5 foes. If you have Libra active (or a Bangle equipped), however, you'll see that Gigantoads are weak against the Fire element.

Luckily, Fran can cast the Fire magick, so you can command her to nuke the Gigantoads with Fire magick when she has MP to spare, instead of relying on her gambits to trigger a regular Attack.



Keep in mind along the way here that all three characters here are thieves—two professionals, and one aspiring amateur. Even without a job assigned, Vaan, Balthier, and Fran can Steal from enemies. Selling loot and stolen goods are the main ways you'll build up a bankroll in FFXII.

Upon reaching the East Sluice Control area, the party will hook west to find a Save Crystal. Save your game and proceed down the stairs to trigger an event. Up ahead, Vaan and the party spot an approaching squad of Imperial soldiers chasing a woman in a red skirt—the same woman you saw earlier in the brief event in the waterway where the resistance forces were rallying for the palace assault.



The woman fights valiantly, but she's outnumbered four to one. The Imperials trap her on a ledge. Her doom looks imminent… until Vaan sprints out into the open, calling for her to jump. She does and Vaan catches her. Saved!

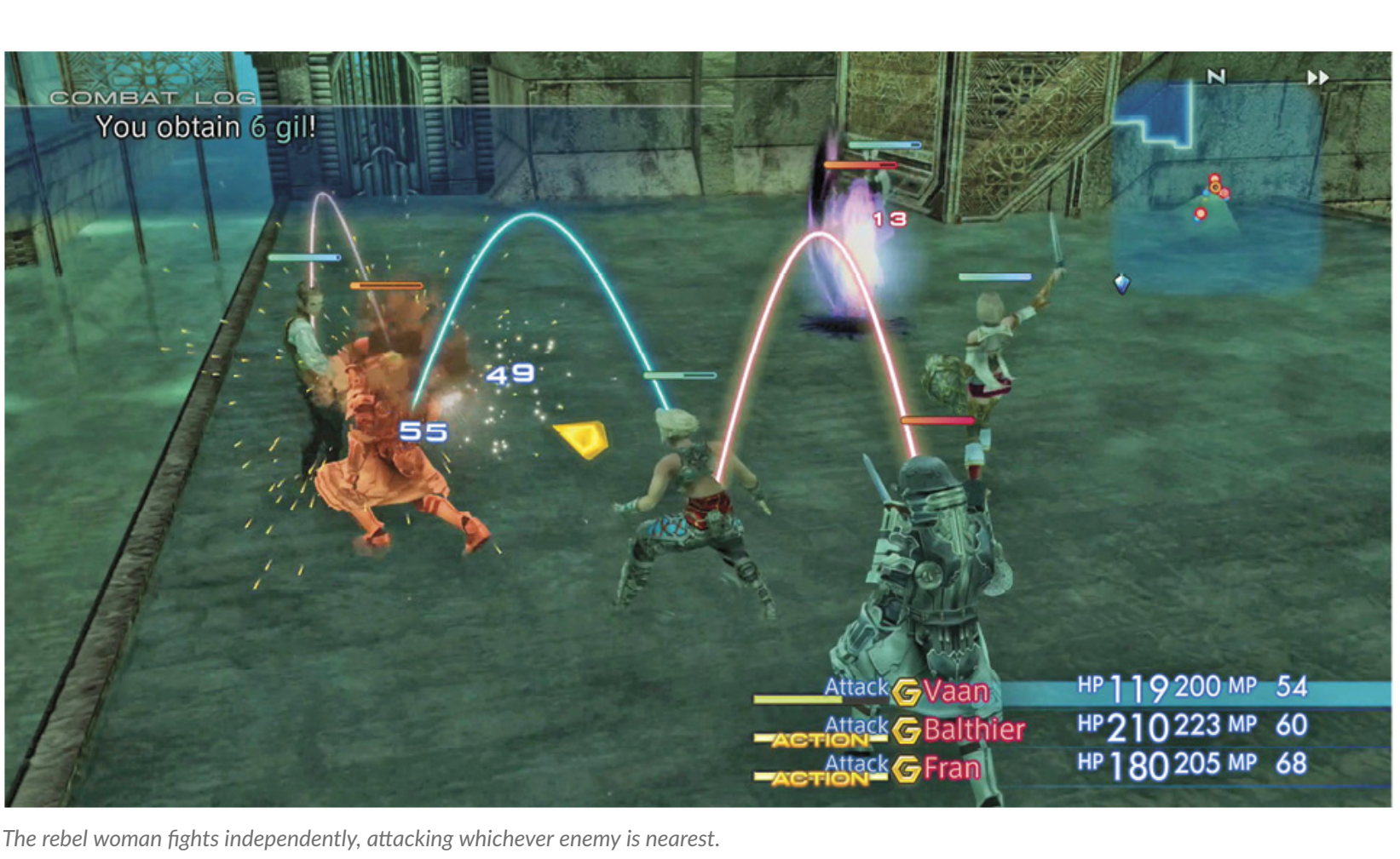
Naturally, the Imperial guard isn't too pleased with this turn of events. Here comes the first serious action against the Empire!

Defeat the Imperial Foursome

The area gates swing shut behind your party as the action begins; no retreat is possible. If your party's gambits are set as suggested earlier, though, you should have no problem with this fight. The woman joins your party in this fight, but she fights independently; you have no control over her.

Stay Focused

When fighting multiple foes, focus your party's fury on one target at a time. If everyone's attack-related gambit is set to attack the leader's target—i.e., "Foe: party leader's target"—your party leader basically selects everyone's target when he selects his own target. This takes out targets faster. Ditto gambits that will naturally focus the party's fire if they're set the same on everyone, like "Foe: lowest HP" (for general combat) or "Foe: highest max HP" (when weaker enemies are just a distraction in the face of scarier opposition on the field).



The rebel woman fights independently, attacking whichever enemy is nearest.

One of the Imperial Swordsmen has a Protect spell cast, so save him for last. When the last enemy falls, the gates reopen followed by another event that introduces the woman as Amalia. Suddenly, the stone Vaan took from the palace treasury starts to glow. What is it?

Fran and Balthier want to move on immediately, so Vaan invites Amalia to join the party. When control returns to Vaan, the gates have reopened, so go back upstairs to the Save Crystal, heal up, and save your game. Then go back downstairs and approach Amalia to trigger one last event. She agrees to travel with the group… but only as a guest, which means you can alter her gambits and give battle orders to her, but you cannot change her equipment or licenses.

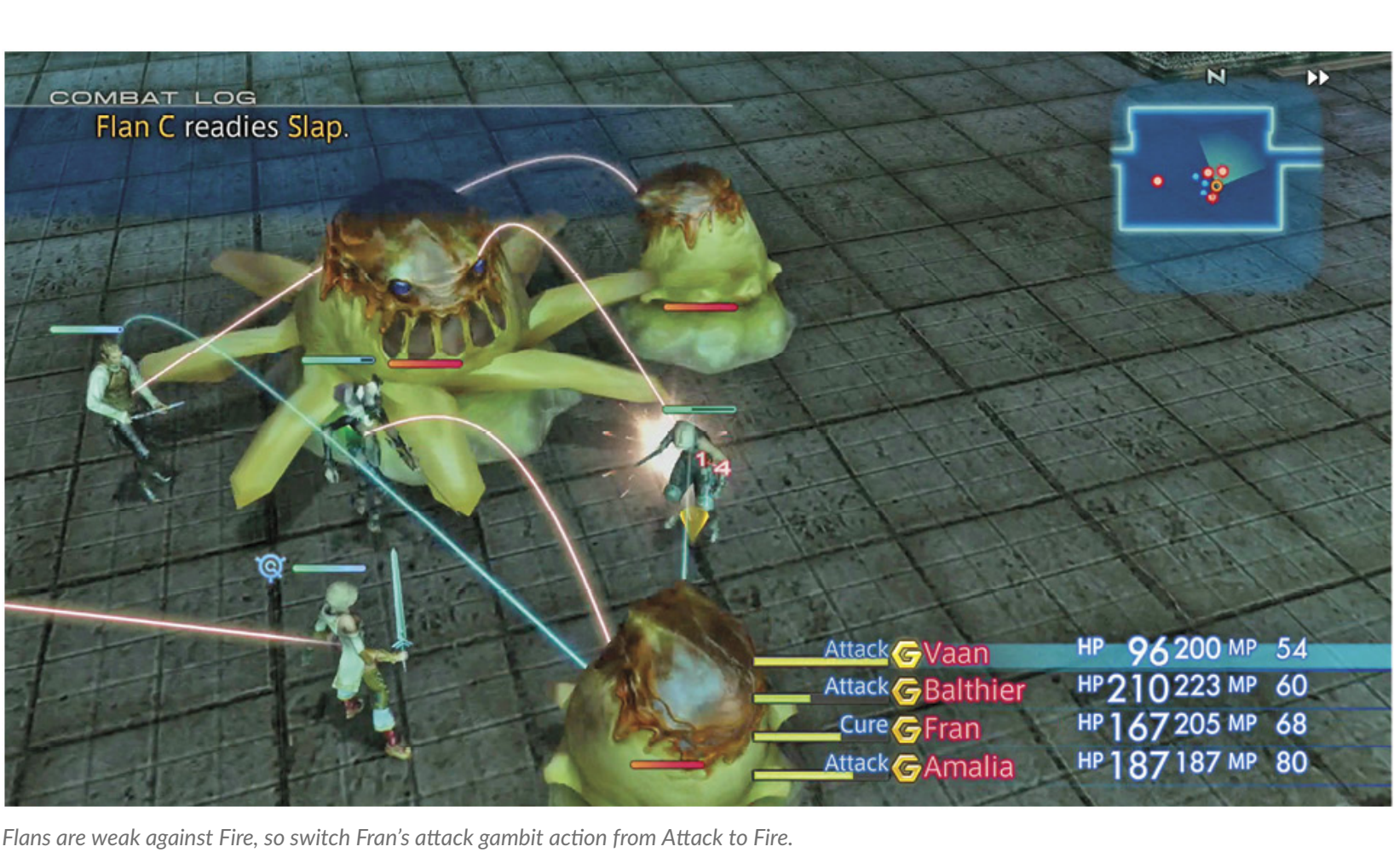
Fight Off the Flan Ambush

Continue pushing to the west and move into the Southern Sluiceway, which is a big open area just perfect for an ambush. Sure enough, as the party enters, four slimy Flan monsters surround the group. These nasty beasts cast Blind against your party, so prepare to use Eye Drops on anyone afflicted with the Blind status effect. All escape routes are sealed, so you must fight or die.

Clear Your Eyes

Remember that Eye Drops will remove the Blind status effect.

This is a tough fight. The Flan beasts cast Cure on each other, so just when you think you've got a gelatin-head on the ropes it may suddenly get a health boost. Don't be dismayed if a party member gets KO'd, however. Just use a Phoenix Down to revive him/her along with a quick Potion to boost HP.



Flans are weak against Fire, so switch Fran's attack gambit action from Attack to Fire.

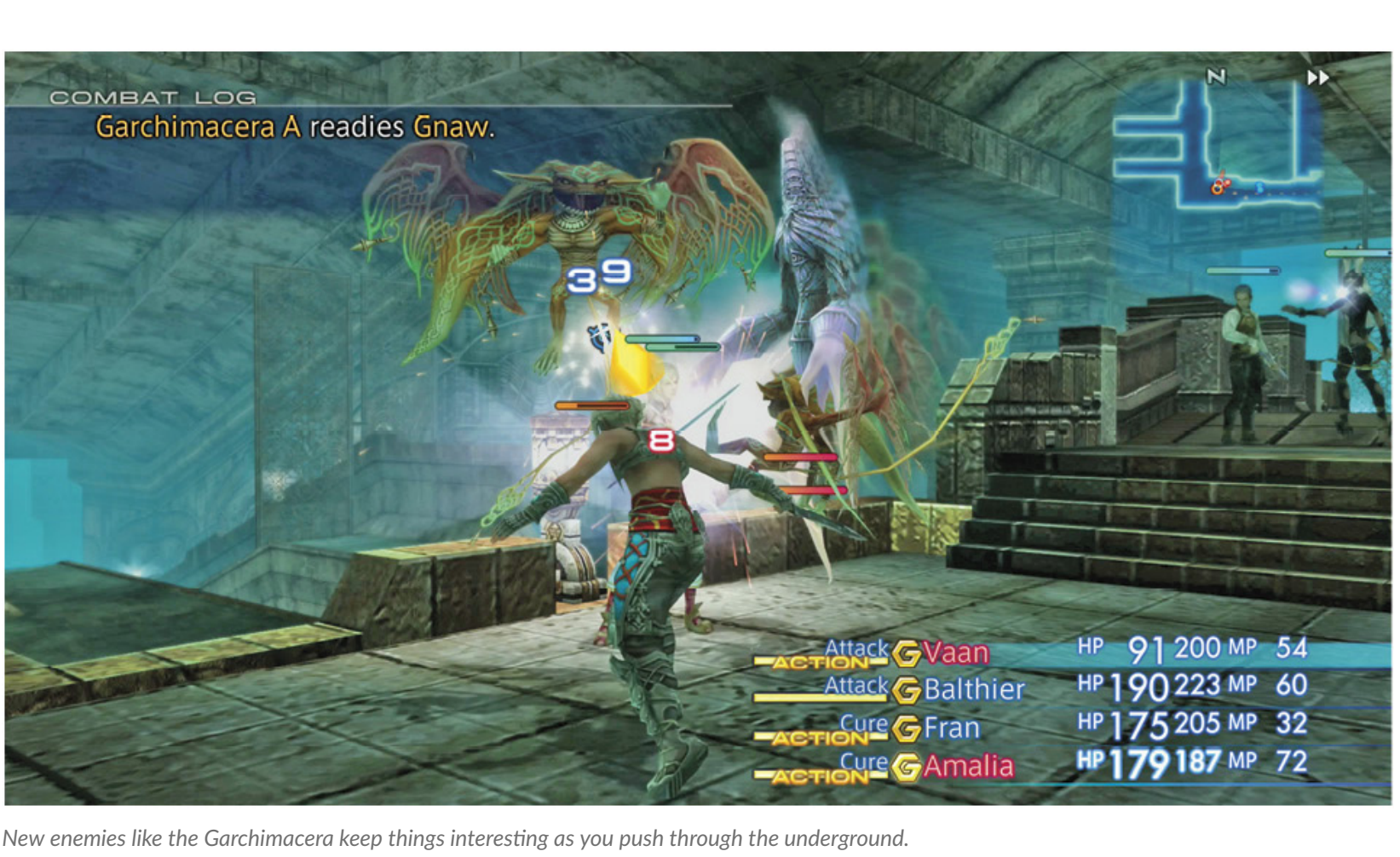
Soleil Fang the Flan

If you picked up an item called Soleil Fang, use it to deal Fire damage to all foes within its range. When timed correctly, you can nail all four Flans with one hit of Soleil Fang.

Although not technically a boss battle, this fight is long and tough enough that the game displays a congratulations screen when the last Flan finally melts into oblivion. Good work! Now it's time to move on.

Get to the Waterway Exit

The passages open back up once you defeat the Flans, so backtrack to the East Sluice Control and use the Save Crystal again. Then go west two areas to the West Sluice Control and start heading northward from there. Watch out for some new enemies, the Ghost (weak against Cure magick) and the Garchimacera (weak against the Water element).



New enemies like the Garchimacera keep things interesting as you push through the underground.

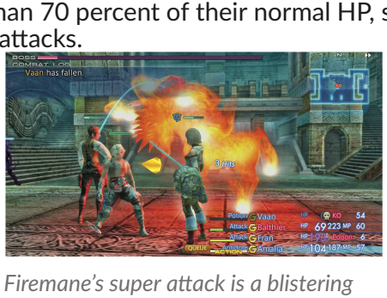
Proceed through the No. 10 Channel until you reach the Central Waterway Control, a semicircular area with a set of four rusted, locked mechanisms used for operating sluice gates. There is also a handy Save Crystal near its north exit. Recharge and save, then go through the door that leads north into the Overflow Cloaca.

Firemane

LVL	HP	EXP	LP	STEAL
7	3571	0	3	Potion, Phoenix Down, Grimoire Togail

The doors clang shut behind the party. That's never a good sign. Suddenly, a fireball blows into the room and changes into a flaming stallion: Firemane! This boss is weak against the Aqua element, but you do not have the Aqua spell at this point in the game, so just launch normal attacks. Do not let Fran attack with Fire magick!

If you haven't done so already, you may want to move Vaan's attack gambit above his Cure gambit. All party members will spend a good portion of this battle with less than 70 percent of their normal HP, so Vaan may spend too much time curing and not enough time hitting Firemane with sword attacks.



Firemane's super attack is a blistering inferno called Bushfire that inflicts massive damage and sometimes Poison.

From time to time, Firemane will teleport around the room so rotate the camera to locate his new position. Amalia is a very valuable ally in this fight, so keep Amalia healthy with Cure and Potions if her HP gets too low. With good Cure gambits in place, you can outlast this boss without too much trouble.

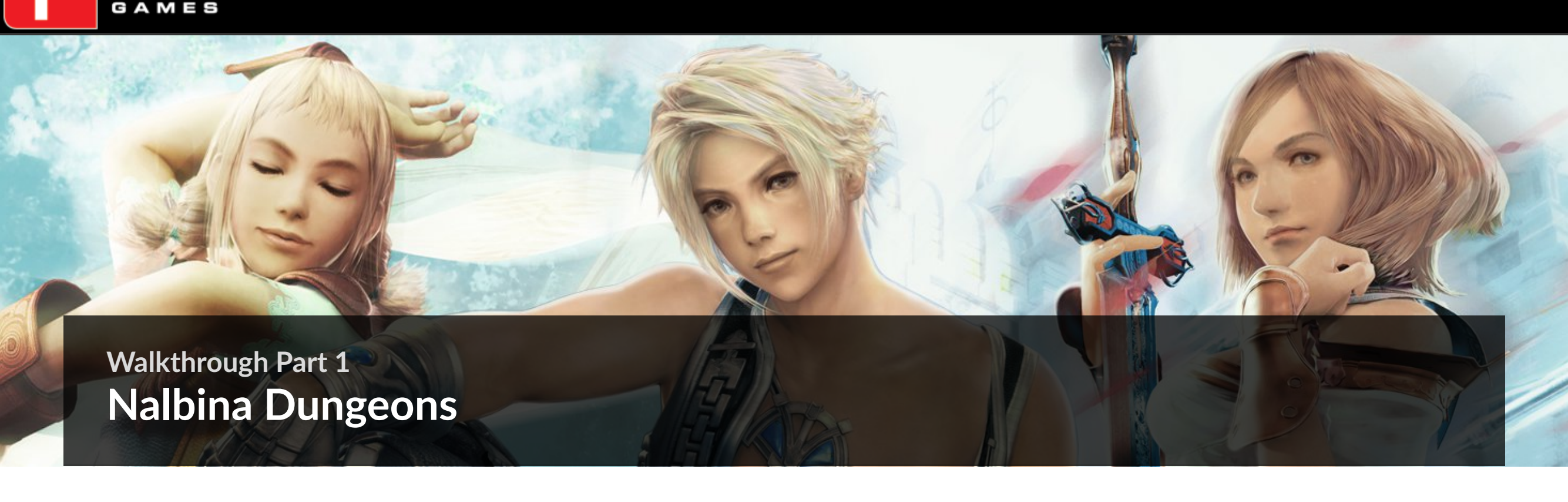
Use Those Antidotes

The equine beast occasionally rears back and kicks out the powerful Bushfire attack that inflicts Poison in addition to dealing heavy damage. When an ally is poisoned, be quick to administer an Antidote.

Yes, the victory over Firemane is bittersweet, as Imperial troops under the direct command of Lord Vayne suddenly burst in and seize the entire party, including Amalia. As they are led away in chains, Amalia pleads for their release, but to no avail.

Penelo arrives at the scene and tries to reach Vaan, but Balthier steps into her path and gives her something to keep "just until I bring Vaan back." We also see a bangaa bounty hunter, angry at losing Balthier to the Imperials.

Then the scene fades to a flashback. Here's where the significance of the Galbana Lilies (the ones Vaan picked in the Estersand) is explained.



Walkthrough Part 1

Nalbina Dungeons

OBJECTIVE

Escape the Nalbina Dungeons!

Find a way out of this godforsaken oubliette.

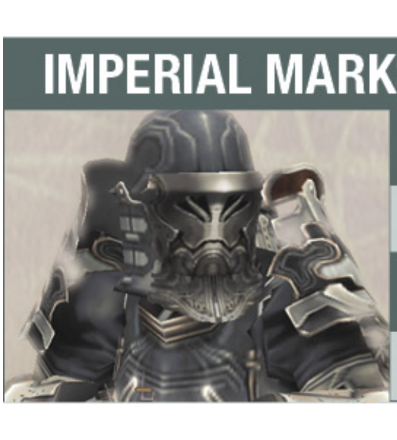
IMPERIAL HOPLITE

LEVEL	HP
5	210
EXP	**LP**
0	2

IMPERIAL MAGUS

LEVEL	HP
5	170
EXP	**LP**
0	2

IMPERIAL MARKSMAN

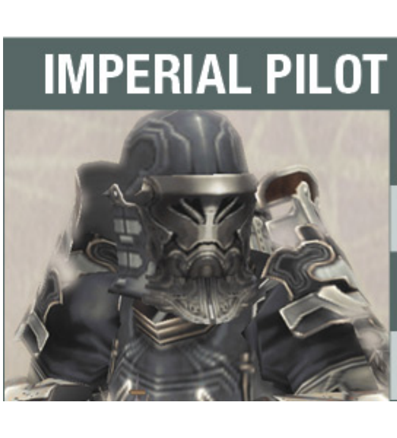


LEVEL	HP
5	180
EXP	**LP**
0	2

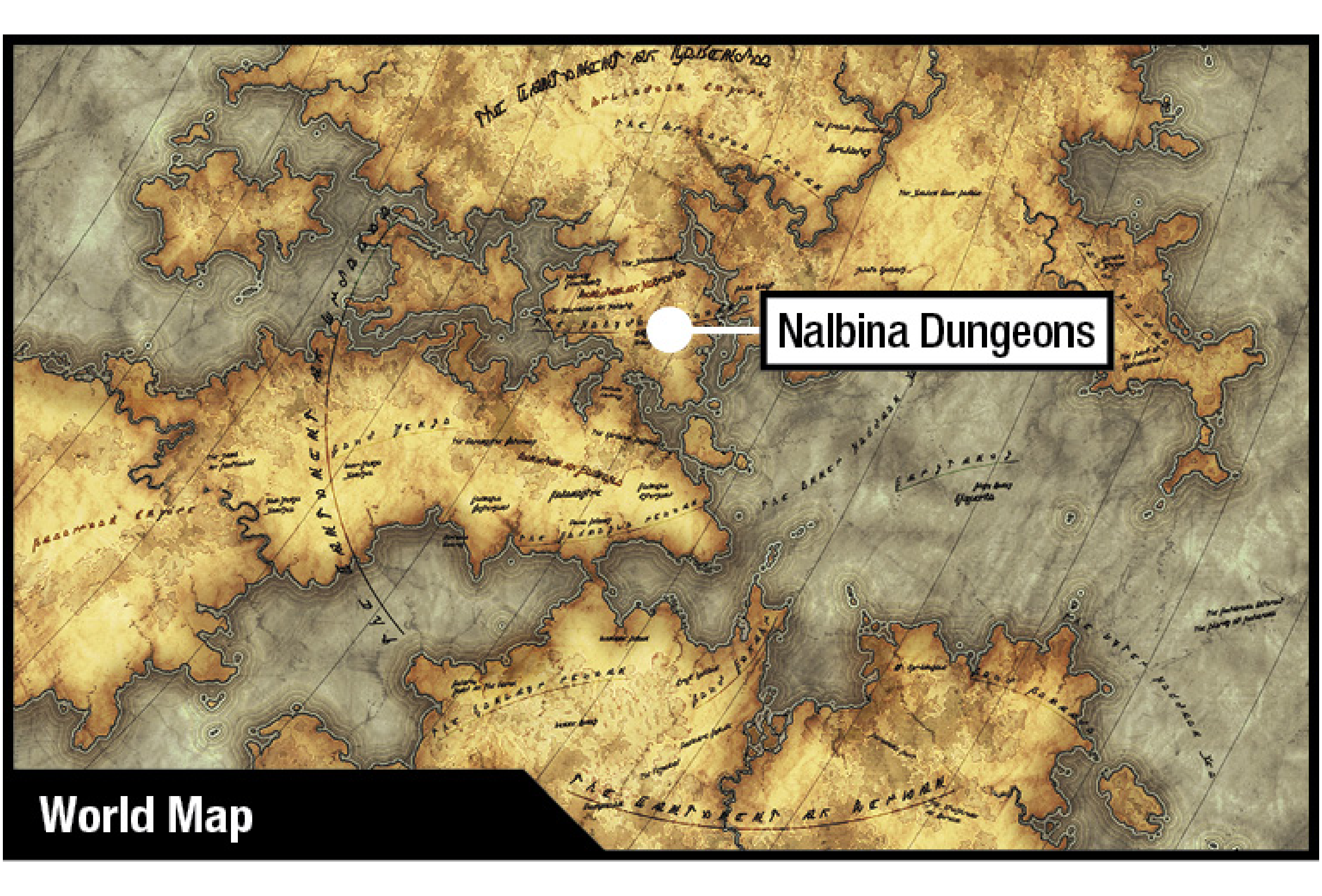
IMPERIAL SWORDSMAN

LEVEL	HP
5	190
EXP	**LP**
0	2

IMPERIAL PILOT



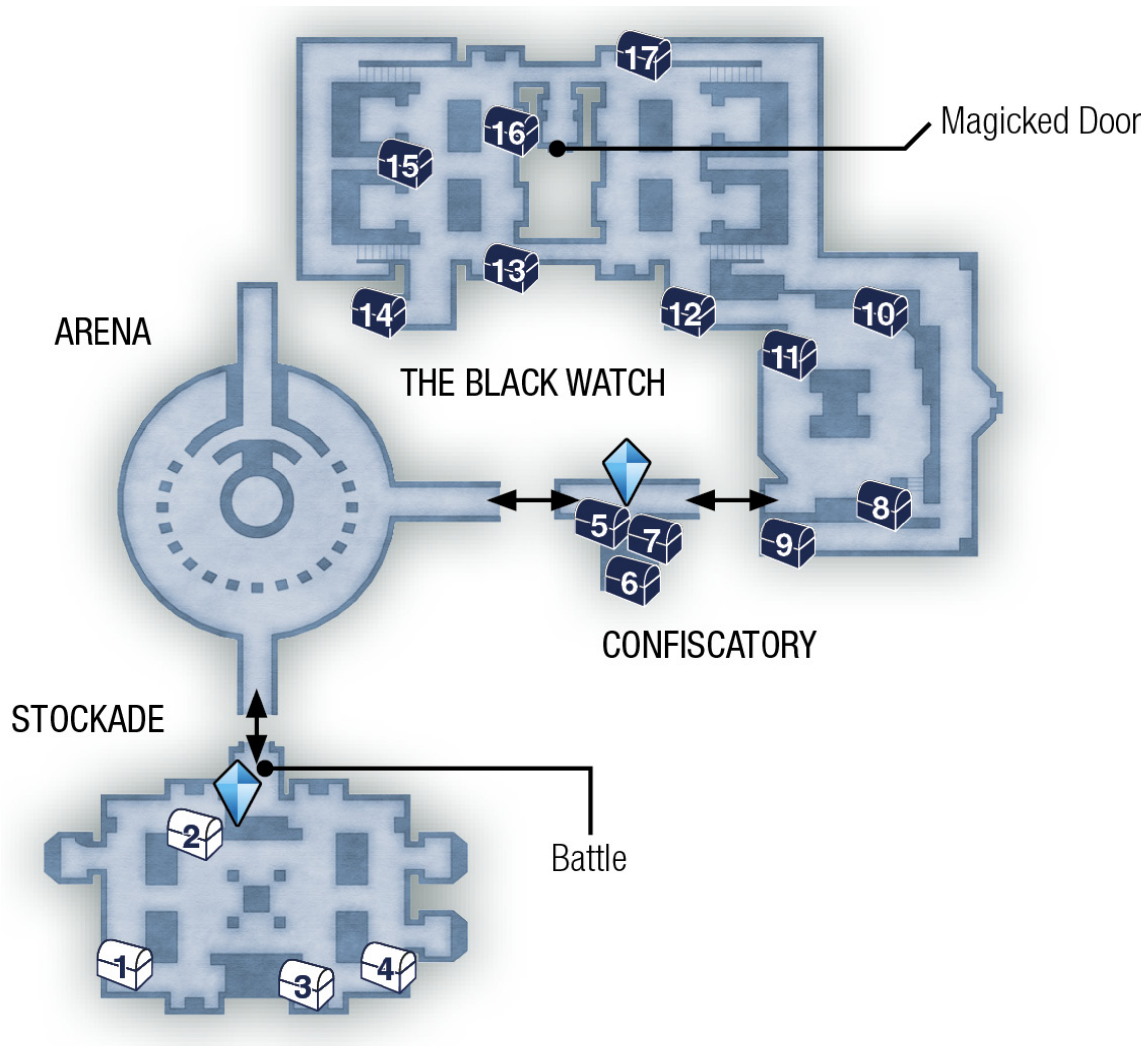
LEVEL	HP
3-5	115-148
EXP	**LP**
0	2



Action Checklist

1. Defeat the three seeq prisoners in the Arena.

2. Fight through the Imperial watch to the magick-sealed door.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

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	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	20%	~3	Knot of Rust	—	Knot of Rust	—
2	100%	20%	~3	Knot of Rust	—	Knot of Rust	—
3	100%	20%	~3	Knot of Rust	—	Knot of Rust	—
4	100%	20%	~3	Knot of Rust	—	Knot of Rust	—
5	100%	0%	—	Tourmaline Ring	Tourmaline Ring	Tourmaline Ring	Tourmaline Ring
6	100%	100%	428	—	—	—	—
7	100%	0%	—	Orrachea Armlet	Orrachea Armlet	Orrachea Armlet	Orrachea Armlet
8	80%	30%	~100	Potion	Antidote	Knot of Rust	Meteorite (A)
9	80%	30%	~100	Aquara Mote	Aquara Mote	Knot of Rust	Meteorite (A)
10	80%	30%	~100	Ether	Ether	Knot of Rust	Meteorite (A)
11	80%	30%	~100	Aero Mote	Aero Mote	Knot of Rust	Meteorite (A)
12	80%	30%	~100	Potion	Headgear	Knot of Rust	Meteorite (A)
13	80%	30%	~100	Potion	Bronze Helm	Knot of Rust	Meteorite (A)
14	80%	30%	~100	Ether	Phoenix Down	Knot of Rust	Meteorite (B)
15	80%	30%	~100	Phoenix Down	Ether	Knot of Rust	Meteorite (C)
16	80%	30%	~100	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
17	80%	30%	~100	Potion	Silken Shirt	Knot of Rust	Meteorite (A)

Defeat the Seeq Prisoners

Vaan awakens from his dream about Reks to find himself in the infamous Nalbina Dungeons, with Balthier nearby. Not a pretty place—as Balthier explains, "It's not even a proper dungeon. They just sealed off the bottom half of the fortress." If you check your equipment and items, you'll find that you don't have any. The Imperials took your stuff!

The dungeons are grim, but there is treasure to find… if you like Knots of Rust. Explore the Stockade area and search for chests. Each one contains a Knot of Rust. What good is a Knot of Rust? Actually, it makes a decent weapon, so grab all you can. Talk to your fellow inmates while exploring the area, too. You'll hear a lot about some brutal fellow named Daguza. Important: Save your game here at the Save Crystal before you go through the next doorway into the Arena!

First, an event shows some vicious seeq prisoners beating a helpless bangaa prisoner. When Vaan protests, he ends up in the Arena for a blood sport event pitting him, unarmed, against three massive, club-wielding seeq bosses. Luckily, Balthier joins the fray in the Arena with the taunt: "I said you're the one who stinks, hamshanks. Hear me now?"

Daguza, Galeedo, and Gwitch are three dim bulbs to be sure, but like all seeq they love a good fight. Give them what they want! Try to keep your distance at first (although it's kind of difficult to get separation in the tight arena) and fling a couple of precious Knots of Rust at either Galeedo or Gwitch to take down one of them quickly. Each knot deals a good 30 to 40 points of damage! Or, if you have unlocked the Black Magick 1 license for Vaan or Balthier, light them up with Fire magick for massive damage. Remember that your gambits are still working.

Attack with weapon in hand.
Attack
Magicks & Technicks
Gambits ON
Items
Attack Vaan HP 180 180 MP 54
Attack Balthier HP 183 183 MP 60

Sling rust at these bad boys to inflict good damage.

> **Target Daguza Last**
>
> Gwitch and Galeedo will go down fast, especially if you toss Knots of Rust at them. However, Daguza has a Protect spell cast on him. Take out the easier targets first, then focus on the protected seeq.

Remember that your magick and technicks are still available, so (if available) use Cure when either Vaan's or Balthier's HP drops below the halfway mark. If you're feeling lucky, try to steal from one of the seeq, but be careful!

A victory over the seeq triggers a long event in which a nasty green bangaa "headhunter" named Ba'Gamnan appears, looking for the sky pirate. It seems Balthier has a price on his head. Fran appears, too; she's found a way out of the dungeons. But the magick sealing the exit door is too strong for her.

Vaan and Balthier slip underneath an exit gate just before an imposing new menace makes its appearance: an armored Archadian Judge. Judges are the elite guard and the enforcers of the laws of the Archadian Empire.

As the event ends, the bangaa headhunter Ba'Gamnan orders his minions to find the sky pirate. Balthier decides to follow the Judge, hoping the Imperials will unwittingly lead the party out of the dungeon.

Find the Dungeon Exit

The party ends up in the Confiscatory near a blue Save Crystal. Walk forward to trigger a short event where the party members recover all their lost items and equipment. The party also receives a handy map of the Nalbina Dungeons. Then save your game at the crystal.

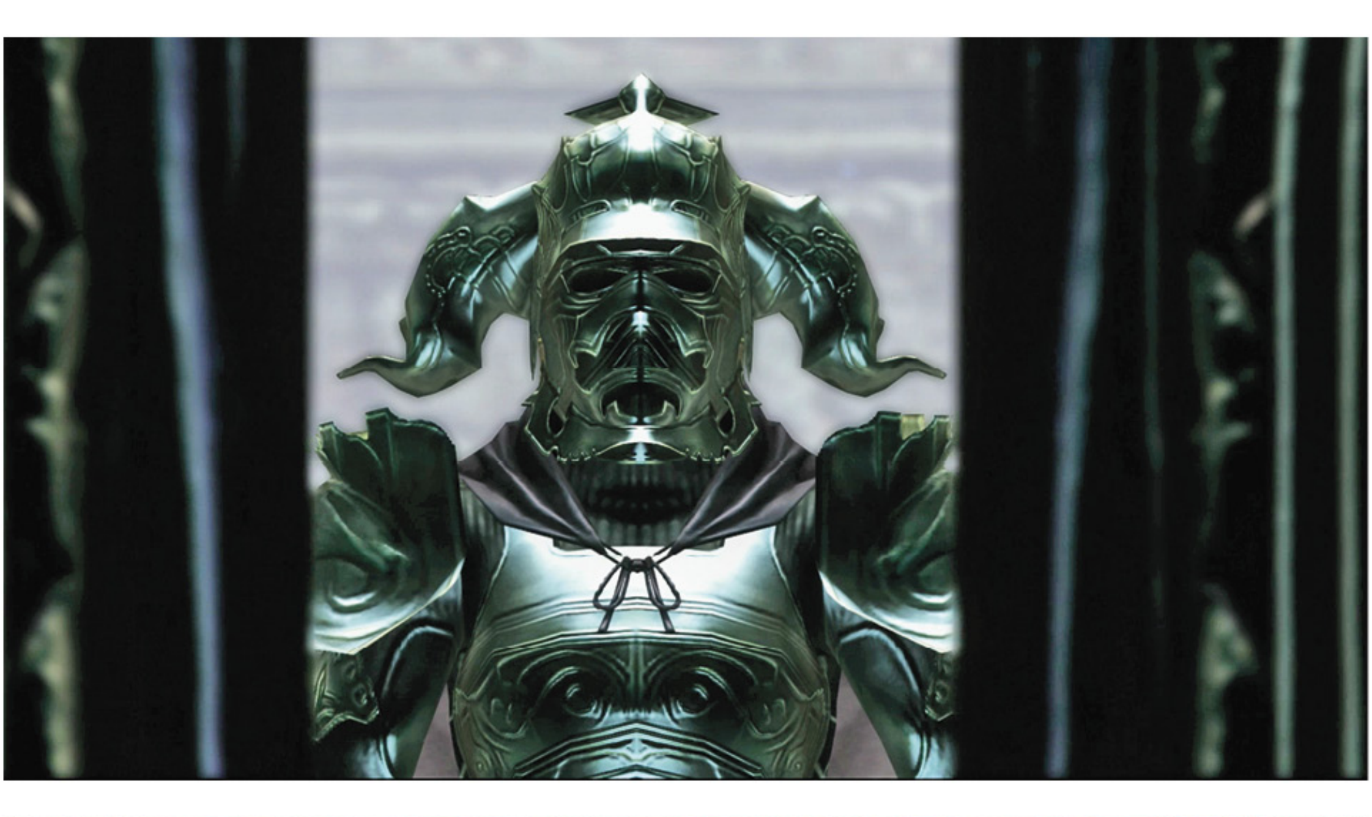
Your stuff is in the Confiscatory, and you automatically get it all back, plus a map.

Head east into the next area: the Black Watch. A brief event shows the door shutting behind your party and a quick overview of the Imperial-infested corridors up ahead.

There are a number of treasure coffers here, plus 14 patrolling Imperials. You can try to sneak through the watch, but it's probably better to fight your way through, as you will gain valuable EXP, LP, and loot. Plus you'll put together a Battle Chain, since all Imperial soldiers (e.g. Swordsman, Hoplite, Magus, Pilot, and Marksman) are considered the same "type." When a Battle Chain gets high enough, fallen foes may drop better items.

Avoid going to the north-central part of the watch area until you've cleared out treasure and foes everywhere else. When you approach the hallway leading to the magicked door (see the map), you trigger an event. Balthier spots the Judge's party, including a mage, moving through the watch; your party silently follows them.

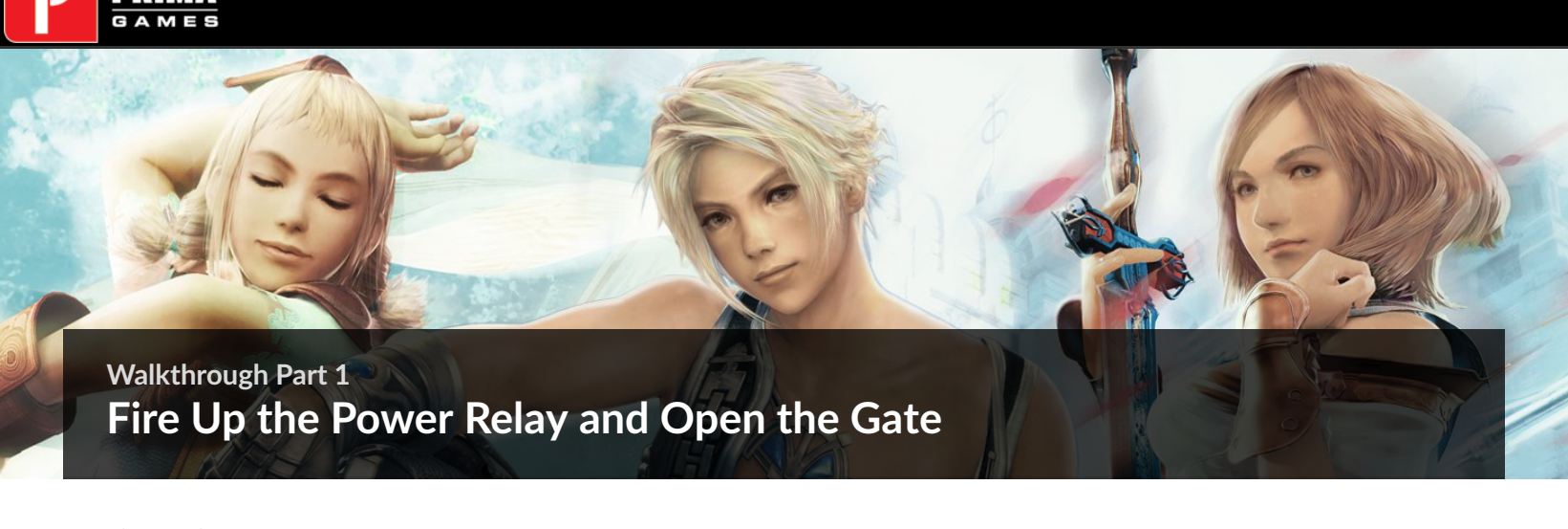
When the Judge's party reaches a sealed door, the mage casts a powerful spell that opens the passage. Thanks, buddy! When control of your party returns to you, lead them through the opening.



This triggers another event in which the party discovers a prisoner held in a brutal isolation chamber. The Judge speaks to him: the prisoner is Basch, former captain in the Order of the Knights of Dalmasca and the man who apparently assassinated the king. The Judge announces that the woman Amalia, a leader of the insurgence, is being brought from Rabanastre.

When the Judge leaves, Balthier leads your party out to the prisoner, Basch. When Balthier calls him a "kingslayer," Basch denies killing Raminas. Fran feels the Mist strongly in this room: "It must be going somewhere," she says. After Vaan vents his anger at Basch, Fran drops the cage and she and Balthier jump aboard.

After a fade to black, you see the cage shattered and Basch freed. Over Vaan's vehement objections, Balthier invites Basch to join the party, saying, "We could use another sword arm." Basch joins as a guest. Like with the insurgent warrior Amalia earlier, you cannot alter this guest's equipment or licenses, but you can issue him commands and change his gambits to your liking. You can also make Basch the party leader. You are now in the Barheim Passage.



Walkthrough Part 1

Fire Up the Power Relay and Open the Gate

OBJECTIVE

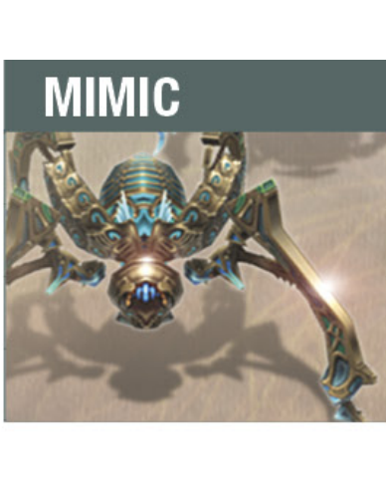
Navigate the Barheim Passage

Use the tunnels of the Barheim Passage to escape from Nalbina Fortress out into the Estersand.

BATTERY MIMIC

LEVEL	HP	EXP	LP
7	520	165	2

MIMIC



LEVEL	HP	EXP	LP
7-8	334-340	135-138	1

ZOMBIE

LEVEL	HP	EXP	LP
7-8	280-286	123-126	1

BOMB

LEVEL	HP	EXP	LP
6-8	317-347	154-166	1

SURIANDER

LEVEL	HP	EXP	LP
8-9	410-430	200-202	1

SKELETON

LEVEL	HP	EXP	LP
8-9	557-563	290-293	1

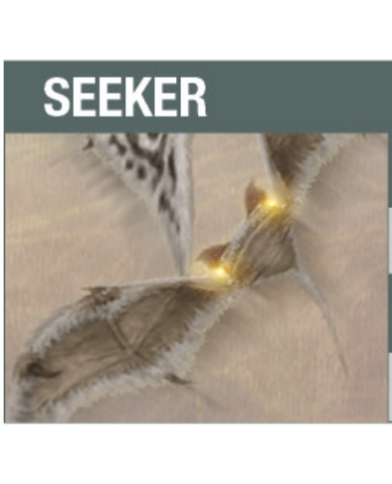
TINY MIMIC

LEVEL	HP	EXP	LP
7-8	211-217	54-57	1

TINY BATTERY

LEVEL	HP	EXP	LP
6-7	120	76	1

SEEKER



LEVEL	HP	EXP	LP
6-7	535-551	132-136	1

FLAN

LEVEL	HP	EXP	LP
6-7	280-294	200-207	1

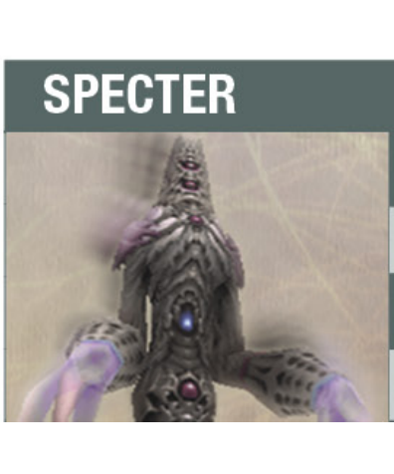
SKULL DEFENDER

LEVEL	HP	EXP	LP
8-9	510-516	290-293	1

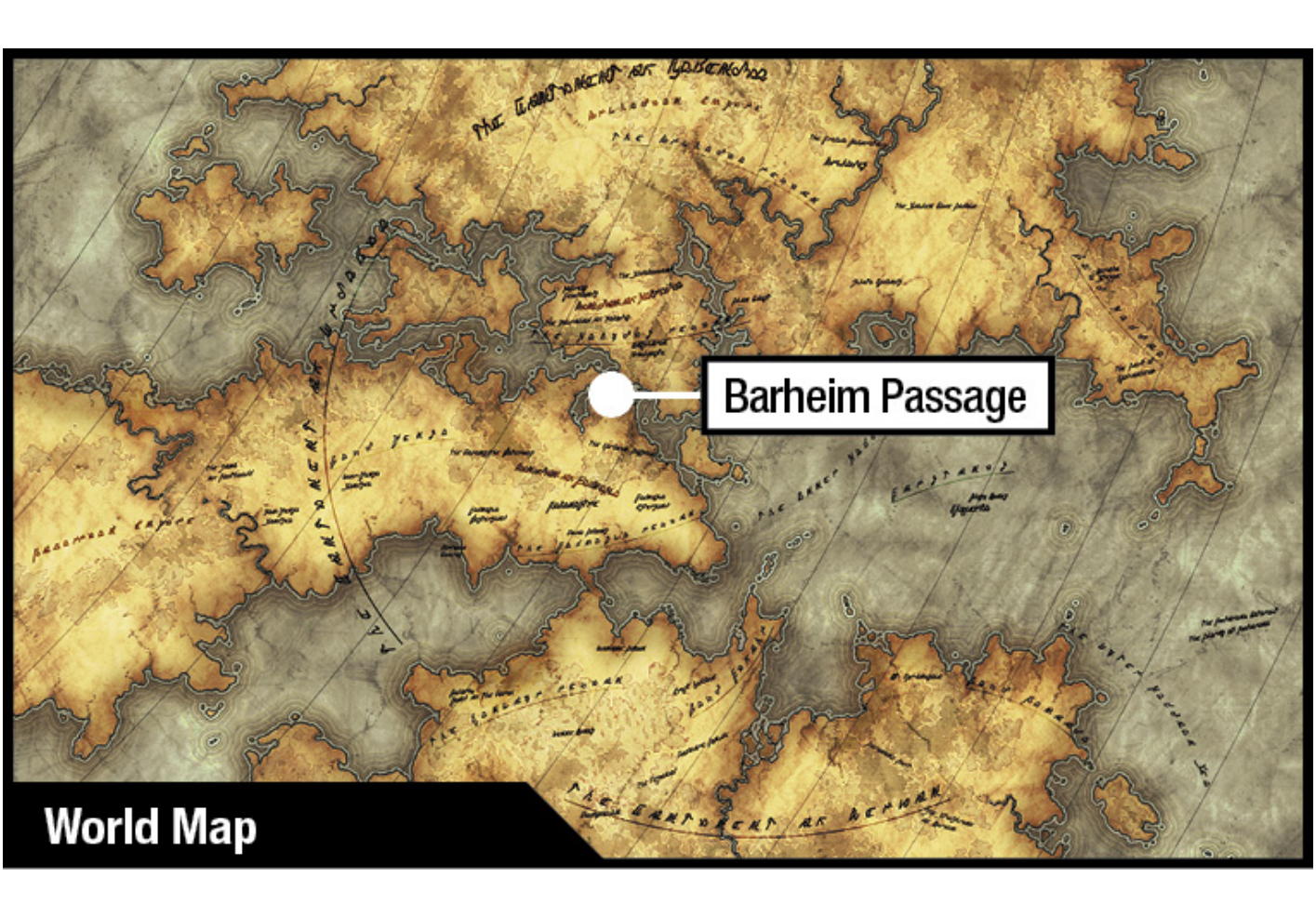
STEELING

LEVEL	HP	EXP	LP
7-8	446-462	120-124	1

SPECTER



LEVEL	HP	EXP	LP
8-9	402-408	209-212	1



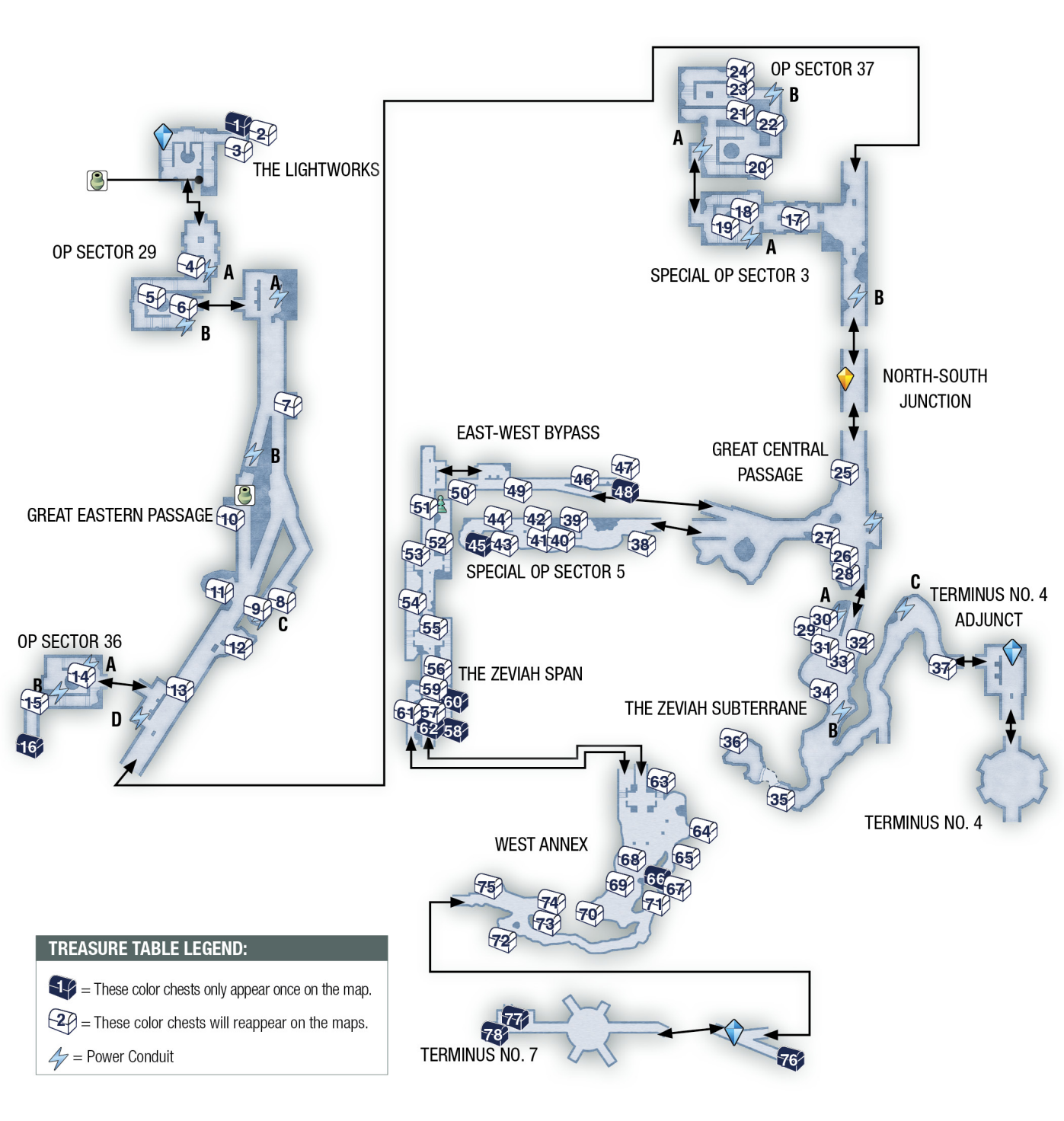
Action Checklist

1. Find a way into the Barheim Passage tunnels.

2. Eliminate all of the Battery Mimics trying to drain the power conduits.

3. Open the locked gate halfway down the passage.

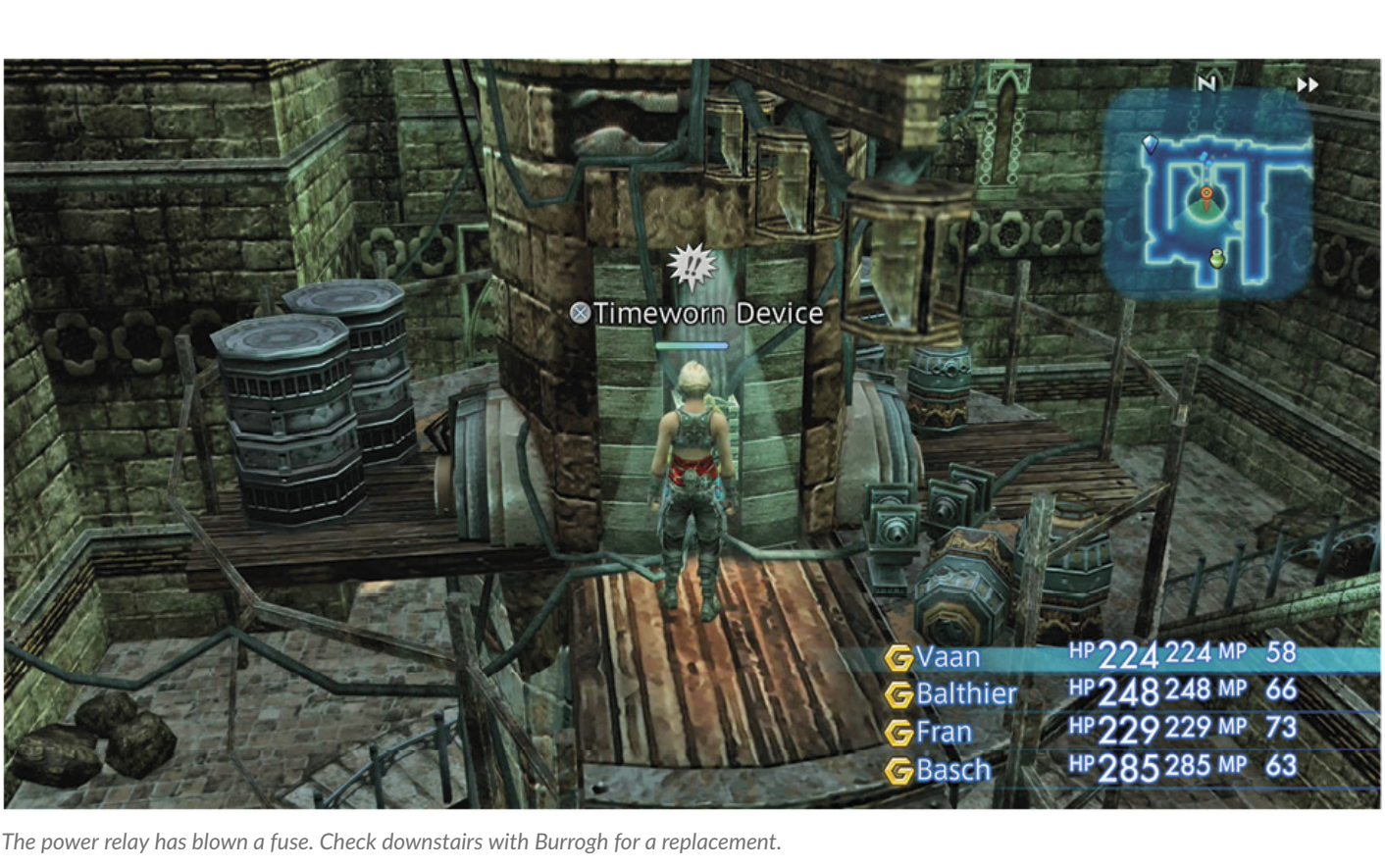
4. Defeat the Mimic Queen.



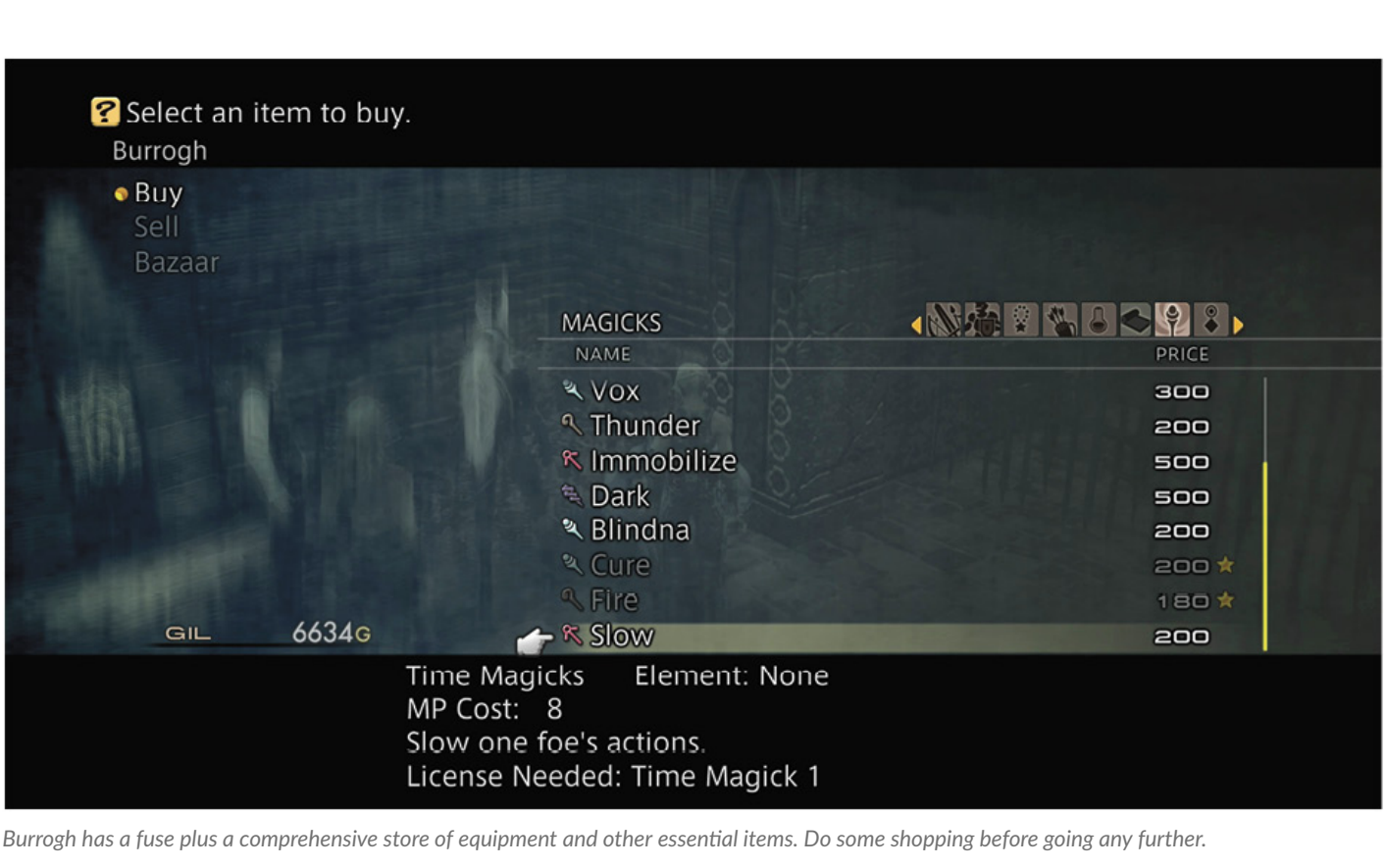
	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	100%	2510	—	—	—	—
2	40%	55%	~100	Potion	Potion	Knot of Rust	Meteorite (A)
3	40%	55%	~100	Balance Mote	Balance Mote	Knot of Rust	Meteorite (B)
4	75%	40%	~130	Potion	Pointy Hat	Knot of Rust	Meteorite (A)
5	80%	25%	~150	Potion	Potion	Knot of Rust	Meteorite (A)
6	80%	40%	~150	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (B)
7	70%	35%	~100	Potion	Antidote	Knot of Rust	Meteorite (A)
8	70%	45%	~130	Hi-Potion	Bronze Armor	Knot of Rust	Meteorite (A)
9	70%	30%	~150	Potion	Antidote	Knot of Rust	Meteorite (B)
10	70%	35%	~110	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
11	70%	30%	~100	Potion	Antidote	Knot of Rust	Meteorite (A)
12	70%	35%	~100	Potion	Ether	Knot of Rust	Meteorite (A)
13	70%	35%	~100	Potion	Phoenix Down	Knot of Rust	Meteorite (C)
14	75%	30%	~135	Phoenix Down	Buckler	Knot of Rust	Meteorite (B)
15	75%	30%	~120	Ether	Rod	Knot of Rust	Meteorite (A)
16	100%	0%	—	Battle Harness	Battle Harness	Battle Harness	Battle Harness
17	80%	30%	~200	Potion	Aero Mote	Knot of Rust	Meteorite (A)
18	75%	30%	~130	Potion	Headguard	Knot of Rust	Meteorite (A)
19	80%	30%	~120	Antidote	Antidote	Knot of Rust	Meteorite (B)
20	80%	30%	~130	Potion	Oak Staff	Knot of Rust	Meteorite (A)
21	70%	30%	~140	Ether	Ether	Knot of Rust	Meteorite (A)
22	80%	30%	~190	Potion	Pointy Hat	Knot of Rust	Meteorite (B)
23	80%	30%	~150	Potion	Buckler	Knot of Rust	Meteorite (A)
24	85%	25%	~350	Hi-Potion	Mage Masher	Knot of Rust	Meteorite (A)
25	70%	30%	~200	Potion	Echo Herbs	Knot of Rust	Meteorite (A)
26	80%	45%	~200	Potion	Onion Shot	Knot of Rust	Meteorite (A)
27	80%	30%	~200	Potion	Antidote	Knot of Rust	Meteorite (A)
28	80%	30%	~200	Ether	Antidote	Knot of Rust	Meteorite (B)
29	75%	35%	~180	Potion	Aqua Mote	Knot of Rust	Meteorite (A)
30	75%	30%	~150	Antidote	Ether	Knot of Rust	Meteorite (A)
31	75%	40%	~180	Potion	Cypress Pole	Knot of Rust	Meteorite (A)
32	75%	40%	~180	Hi-Potion	Iron Hammer	Knot of Rust	Meteorite (A)
33	75%	35%	~200	Potion	Lightning Fang	Knot of Rust	Meteorite (A)
34	75%	35%	~200	Potion	Balance Mote	Knot of Rust	Meteorite (C)
35	75%	35%	~200	Phoenix Down	Cherry Staff	Knot of Rust	Meteorite (B)
36	75%	40%	~300	Potion	Capella	Knot of Rust	Meteorite (A)
37	75%	35%	~180	Potion	Dark Mote	Knot of Rust	Meteorite (A)
38	90%	50%	~400	Chronos Tear	Hi-Potion	Knot of Rust	Meteorite (A)
39	90%	50%	~400	Hi-Potion	Soleil Fang	Knot of Rust	Meteorite (B)
40	90%	50%	~400	Dispel Mote	Thorned Mace	Knot of Rust	Meteorite (A)
41	90%	50%	~400	Dispel Mote	Enchanter's Habit	Knot of Rust	Meteorite (C)
42	90%	50%	~400	Echo Herbs	Diamond Shield	Knot of Rust	Meteorite (A)
43	90%	50%	~400	Dark Mote	Headband	Knot of Rust	Meteorite (A)
44	90%	50%	~400	Aero Mote	Glacial Staff	Knot of Rust	Meteorite (A)
45	100%	0%	—	Arc Scale	Arc Scale	Arc Scale	Arc Scale
46	90%	50%	~360	Bio Mote	Gladius	Knot of Rust	Meteorite (A)
47	90%	50%	~360	Hi-Potion	Float Mote	Knot of Rust	Meteorite (A)
48	100%	0%	—	Toxify	Toxify	Toxify	Toxify
49	90%	50%	~360	Fiery Arrows	Jujitsu Gi	Knot of Rust	Meteorite (A)
50	90%	50%	~360	Ether	Remedy	Knot of Rust	Meteorite (B)
51	90%	50%	~400	Hi-Potion	Bubble Mote	Knot of Rust	Meteorite (A)
52	90%	50%	~400	Ether	Icebrand	Knot of Rust	Meteorite (A)
53	90%	50%	~400	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
54	90%	50%	~400	Phoenix Down	Cura Mote	Knot of Rust	Meteorite (C)
55	90%	50%	~400	Hi-Potion	Sledgehammer	Knot of Rust	Meteorite (A)
56	90%	50%	~400	Chronos Tear	Cura Mote	Knot of Rust	Meteorite (B)
57	90%	50%	~400	Ether	Lamia's Tiara	Knot of Rust	Meteorite (A)
58	100%	0%	—	Scathe Mote	Scathe Mote	Scathe Mote	Scathe Mote
59	90%	50%	~400	Hi-Potion	Close Helmet	Knot of Rust	Meteorite (A)
60	100%	0%	—	Kagenui	Kagenui	Kagenui	Kagenui
61	90%	50%	~400	Ether	Demon Mail	Knot of Rust	Meteorite (A)
62	100%	0%	—	Shear	Shear	Shear	Shear
63	90%	50%	~450	Dark Mote	Warp Mote	Knot of Rust	Meteorite (A)
64	90%	50%	~450	Aero Mote	Domaine Calvados	Knot of Rust	Meteorite (A)
65	90%	50%	~450	Soleil Fang	Murasame	Knot of Rust	Meteorite (C)
66	100%	0%	—	Fumarole	Fumarole	Fumarole	Fumarole
67	90%	50%	~450	Potion	Potion	Knot of Rust	Meteorite (B)
68	90%	50%	~450	Soleil Fang	Bacchus' Wine	Knot of Rust	Meteorite (A)
69	90%	50%	~450	Reflectga Mote	Fuzzy Miter	Knot of Rust	Meteorite (A)
70	90%	50%	~450	Dispel Mote	Remedy	Knot of Rust	Meteorite (A)
71	90%	50%	~450	Dark Mote	Six-fluted Pole	Knot of Rust	Meteorite (A)
72	90%	50%	~450	Aero Mote	Power Armlet	Knot of Rust	Meteorite (A)
73	5%	40%	~450	Dispel Mote	Nu Khai Sand	Knot of Rust	Meteorite (D)
74	90%	50%	~450	Soleil Fang	Bowline Sash	Knot of Rust	Meteorite (A)
75	90%	50%	~450	Dispel Mote	Agate Ring	Knot of Rust	Meteorite (A)
76	25%	0%	—	Cameo Belt	Cameo Belt	Cameo Belt	Cameo Belt
77	100%	0%	—	Reverse Mote	Reverse Mote	Reverse Mote	Reverse Mote
78	100%	0%	—	Elixir	Elixir	Elixir	Elixir

Things start out in the Lightworks. Go down the first flight of stairs and turn right into an alcove with up to three treasure coffers. Continue down the next flight of stairs and turn left onto the short ramp that leads to the center column. There, press the switch located on the "Timeworn Device." Nothing happens and Balthier speculates that the fuse must be blown on this central power relay.

Continue downstairs. Go past the Save Crystal for now and talk to Burrogh, the bangaa sitting by the gate. He states that the collapsed cage (the one your party caused) blocked the easy way out of this passage. The only way out now is via the old Barheim tunnels, which are currently blocked off by a giant gate. However, Burrogh does have something for the power relay; he hands over a "Tube Fuse."



The power relay has blown a fuse. Check downstairs with Burrogh for a replacement.


Select an item to buy.

Burrogh

Time Magicks Element: None
MP Cost: 8
Slow one foe's actions.
License Needed: Time Magick 1

Burrogh has a fuse plus a comprehensive store of equipment and other essential items. Do some shopping before going any further.

Burrogh also happens to run a little side business, so sell him all your loot (except Teleport Stones), then check out his wares and upgrade if possible. Don't forget that you need a license to equip any weapons and armor you purchase.

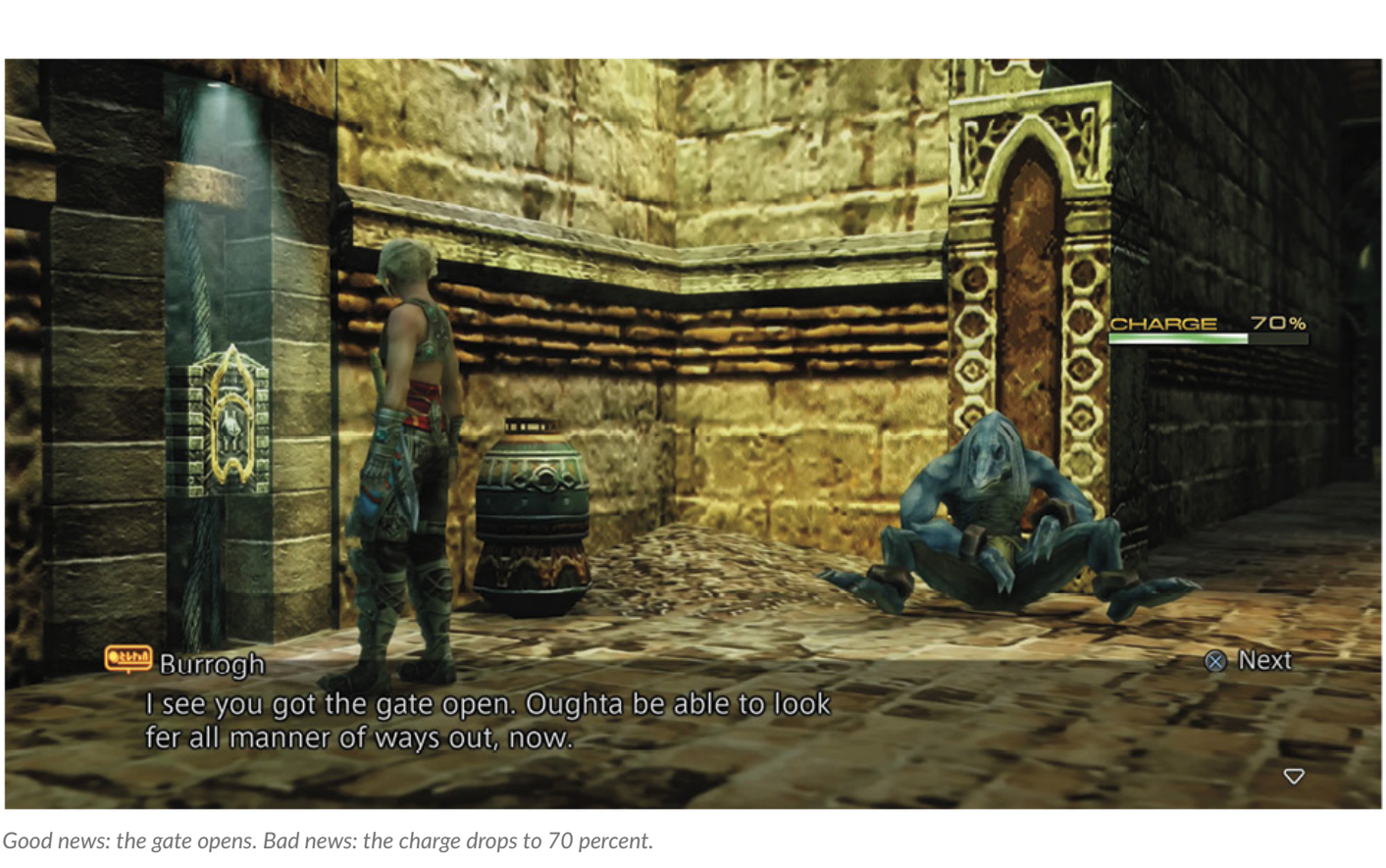
Good Spells

Thunder is a great single-target spell against lightning-weak foes, and Dark inflicts area-of-effect damage to any enemy in range. Either is great paired with "Foe: lightning-weak" or "Foe: dark-weak" gambit conditions. Slow can also be great to save for stronger enemies, like rare marks and bosses.

If you have the right jobs assigned in your party, buy Poisona, Vox, and Blindna, too, and their corresponding licenses. Whenever possible, you want the power to remove status effects with White Magick, which is renewable, rather than with items like Eye Drops or Antidotes, which can be used up.

When you're finished with business, go back upstairs and install the Tube Fuse in the power relay. A gauge appears in the right-hand corner of the screen indicating how much of the charge remains. Right now it's at 100 percent. Now save your game at the Save Crystal.

Go down and try the Gate Switchboard on the wall next to Burrogh. If you replaced the fuse in the power relay, the gate opens and the charge drops to 70 percent. (If you didn't replace the fuse, the gate doesn't work.) Pay very close attention to what Burrogh says next. He explains that as long as the lights are on, the Barheim Passage isn't so bad. If the charge drops below 30 percent, though, "fierce beasts start comin' out in the dark." Also, if the power drops below 50%, Zombies and Skeletons will appear. If it drops below 30%, Specters and Skull Defenders will emerge. There's even a chance that the Battle Mimics will respawn if the gauge is between 31-50%.



Burrogh
I see you got the gate open. Oughta be able to look fer all manner of ways out, now.

Good news: the gate opens. Bad news: the charge drops to 70 percent.

Unfortunately, annoying spiderlike creatures known as Battery Mimics roam the passages, feeding on energy conduits and draining power from the system. The party's next task is to eliminate these pests to keep the charge above 30 percent. To get started, head through the gate into Op Sector 29.

Stop the Mimics from DrainingPower in Northern Barheim

Two shimmering Battery Mimics lurk in the next area. Balthier provides a quick lesson on the creatures and warns you to stop them from feeding on the power conduits. There are two conduits in Op Sector 29. Refer to the map in this section for their locations, or locate the flashing icons on the area map.

The Battery Mimic will suck power right out of the system if you give it a chance. Knock out this foe before it can drain power to below 30 percent—otherwise, ghastly fiends will arise.

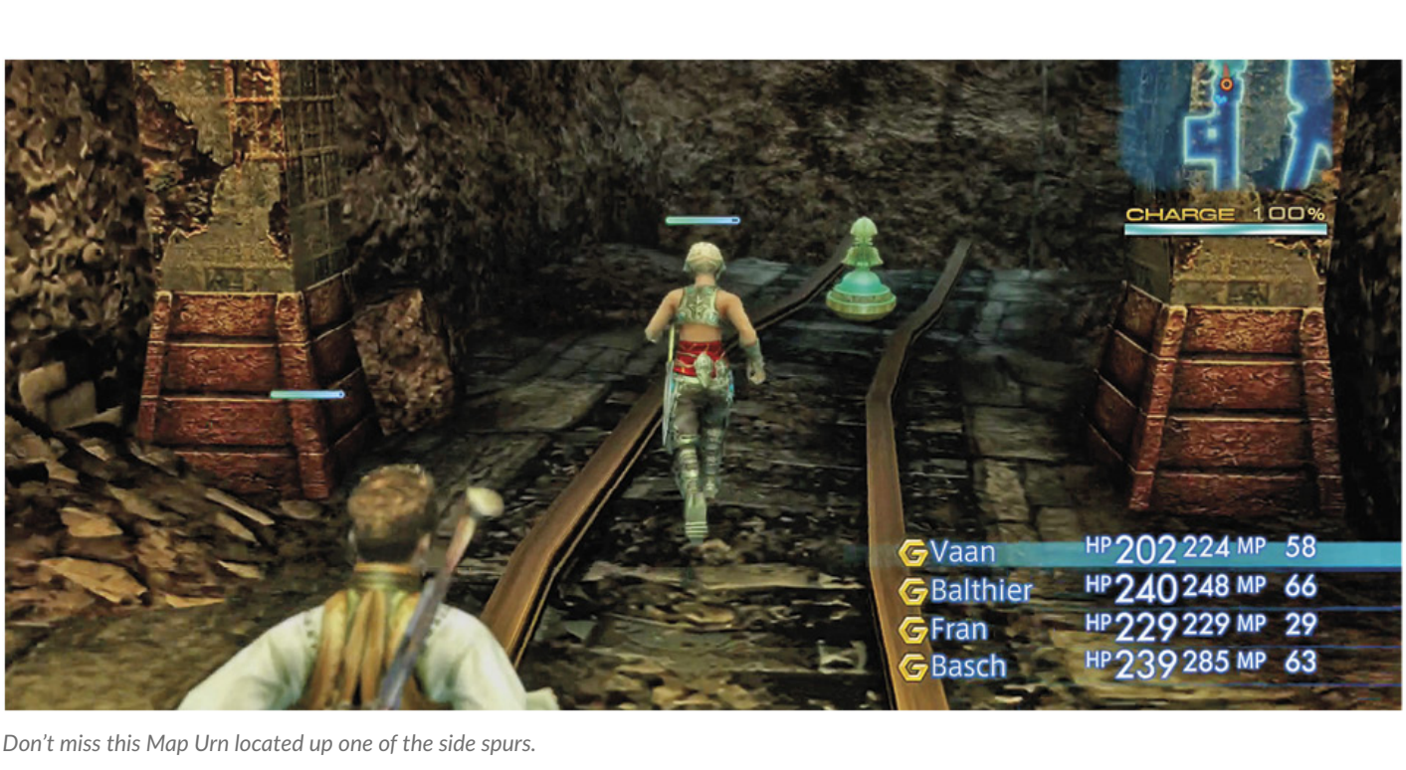
Rush to attack Battery Mimic A, which is feeding on the conduit (see callout "A") just ahead. A second one, Battery Mimic B, scurries away as you attack. It is heading for another conduit downstairs, but let it go for now. Instead, focus your attention on the first Battery Mimic. A Zombie staggers into the fray, but remain focused on the task at hand.

As soon as the first Mimic gets knocked out, press and hold the R2 button and hurry through the doorway. Sprint downstairs, ignoring any other creature that approaches along the way. Battery Mimic B is greedily draining energy from another conduit (see callout "B"), so you need to stop it fast. When you reach the foe, hit it with Blizzard. Once Battery Mimic B goes down, the power charge will stabilize and you can take a bit of time to mop up Op Sector 29.

After eliminating all of the monsters and finding the treasures, move into the next section, the Great Eastern Passage. Check the area map to see the four power conduits located in this long sector. Two more Battery Mimics hunker just ahead; as you approach them, one feeds on the nearby conduit (see callout "A") while the other hurries off down the tunnel.

As before, eliminate Battery Mimic A, then press and hold the R2 button and "flee" down the long passage looking for Battery Mimic B, ignoring other creatures for now. When you arrive at the fork in the tunnel, veer up the right fork to find Battery Mimic B gorging on yet another power conduit (callout "B"). After you knock out this mimic, note that a Map Urn rests just below the party, cut off by the break in the tracks.

Retrace your path to the tunnel fork, find the treasure chest in the nearby alcove, then take the other (left) fork in the path. (Or go back north up the tracks and dispose of all the baddies you ignored earlier.) At the next split, take the right fork; you run smack into Battery Mimic C. After hitting Mimic C, it runs past and down the left fork to another dead-end power conduit (see callout "C"). Chase it down, once you knock it out, return to the split and take a hard left to go southwest.



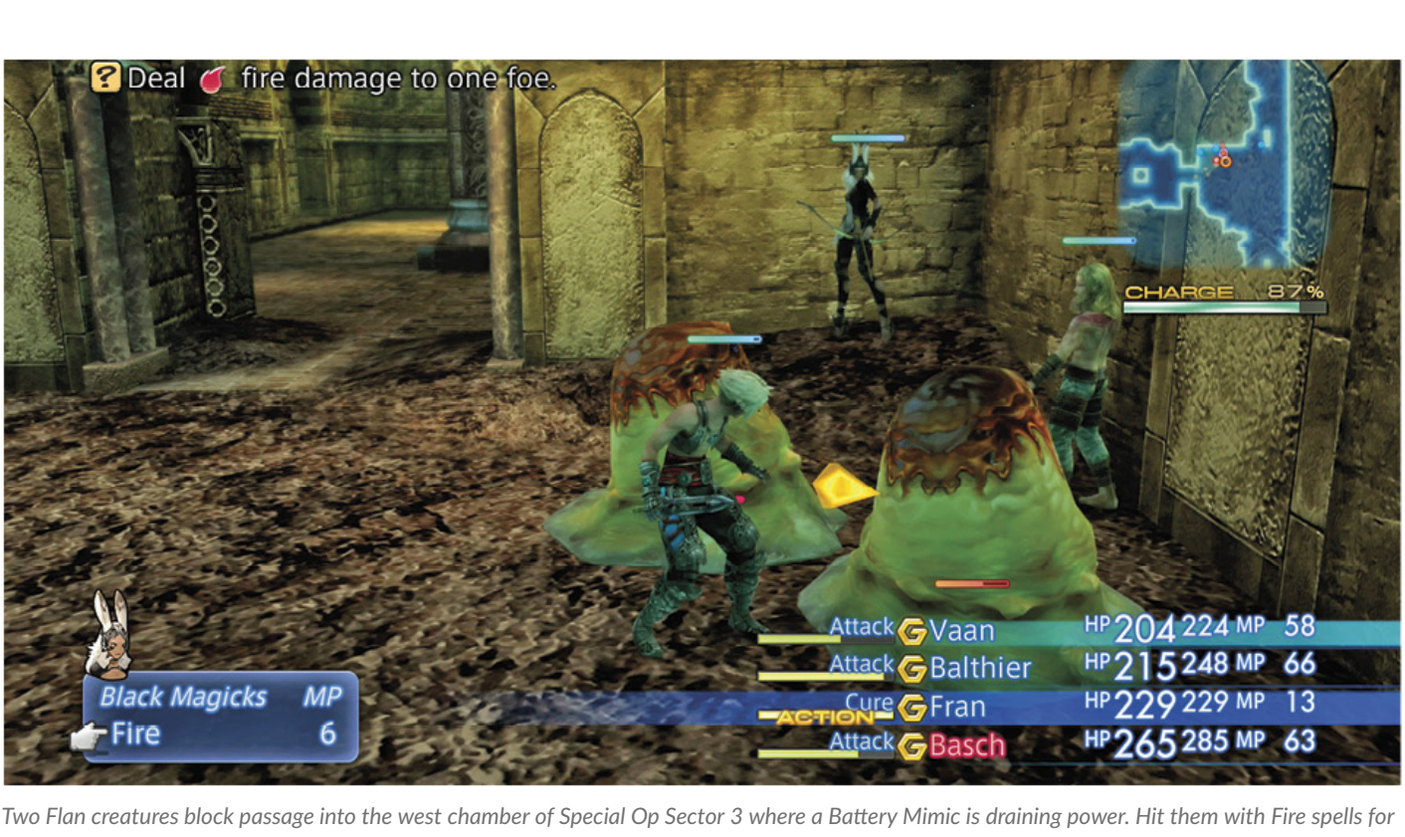
Don't miss this Map Urn located up one of the side spurs.

Continue until you can curve around a corner to the right and head northeast. This leads back to the Map Urn, plus another treasure hidden in an alcove. At last, a full map of the area! The map reveals one more conduit (see callout "D") here in the Great Eastern Passage, so head down the tracks toward it. Find and defeat Battery Mimic D to wrap up this area.

A door next to the conduit leads west to Op Sector 36. This area is optional, actually; you can skip it if you want, but why would you pass up a chance to knock around more Mimics? There are two more Battery Mimics here feeding at two more conduits—one upstairs (see callout "A") and one downstairs (see callout "B"). Nail them both, mop up the little spiders, and return to the Great Eastern Passage. Finally, continue south into Special Op Sector 3.

Open the Gate in Central Barheim

You must still find and squash hungry Battery Mimics in the central part of Barheim Passage, so don't forget about that. But you also find a locked gate barring southern passage through Special Op Sector 3. Battery Mimic B will meander to the conduit to the south (see callout "B"), so quickly destroy it.


Deal fire damage to one foe.

CHARGE 87%
Black Magicks MP
Fire 6
Attack Vaan HP 204 224 MP 58
Attack Balthier HP 215 248 MP 66
ACTION Cure Fran HP 229 229 MP 13
Attack Basch HP 265 285 MP 63

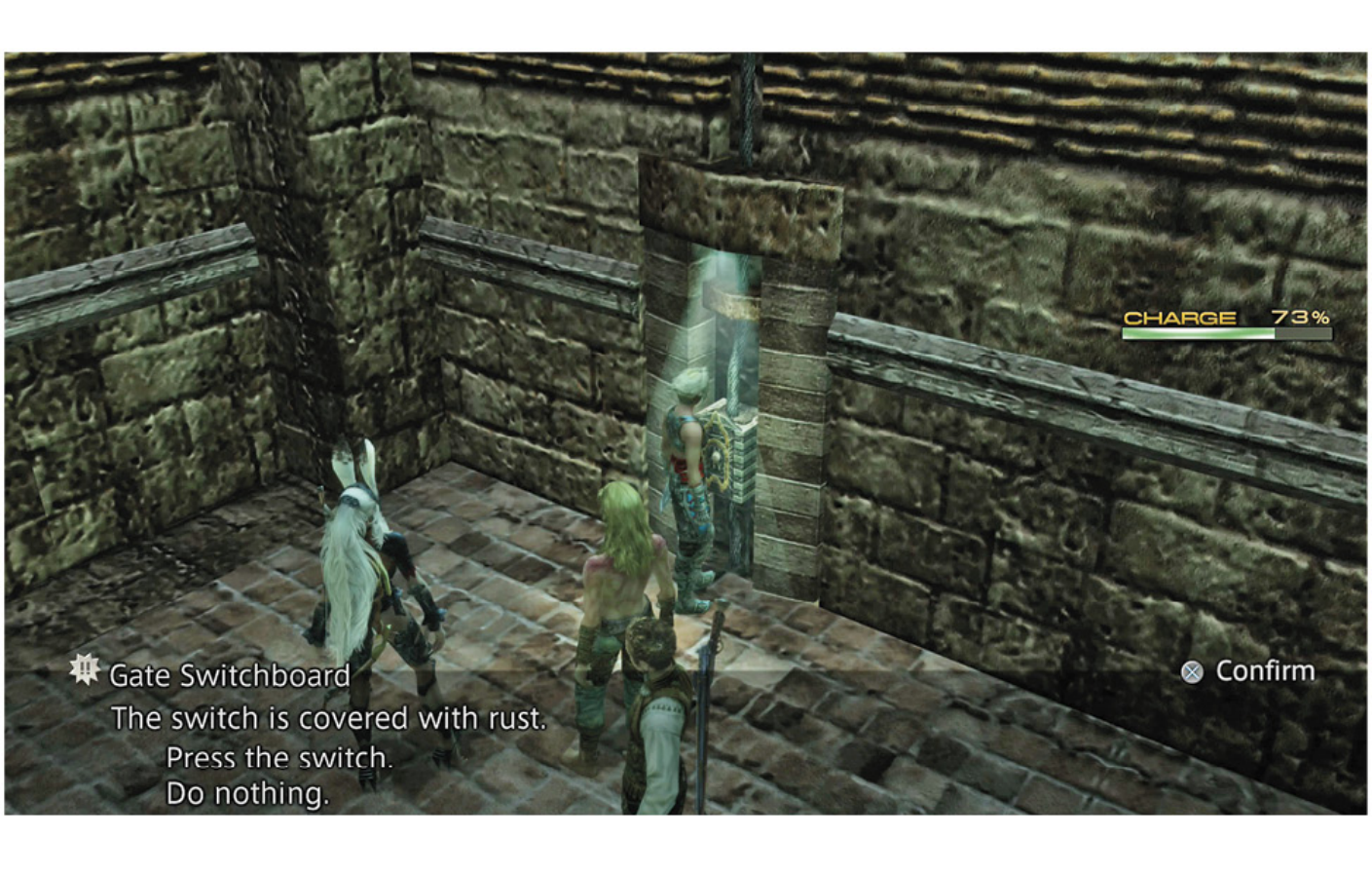
Two Flan creatures block passage into the west chamber of Special Op Sector 3 where a Battery Mimic is draining power. Hit them with Fire spells for quick disposal.

Hurry west toward the next room. Two creepy Flan foes drop into your path; flame-broil them with Fire spells. (Just two shots of Fire should be enough to melt each one.) Then continue downstairs. Another Flan drops in, so dispose of it, then find Battery Mimic A munching away on the electric grid. Eliminate this fellow. When he drops, explore the area for treasure chests.

Now climb the stairs (watch out for another Flan!) to another doorway that leads to a new area called Op Sector 37. You're looking for a Gate Switch to open that big southern gate, but two more Battery Mimics are feeding in here. One is just inside the entryway to the left (see callout "A" on the Op Sector 37 map) but the other one is downstairs, and another Flan drops from the ceiling to block your path. Fry him quickly and then move through the back hallway to find and eliminate Battery Mimic A.

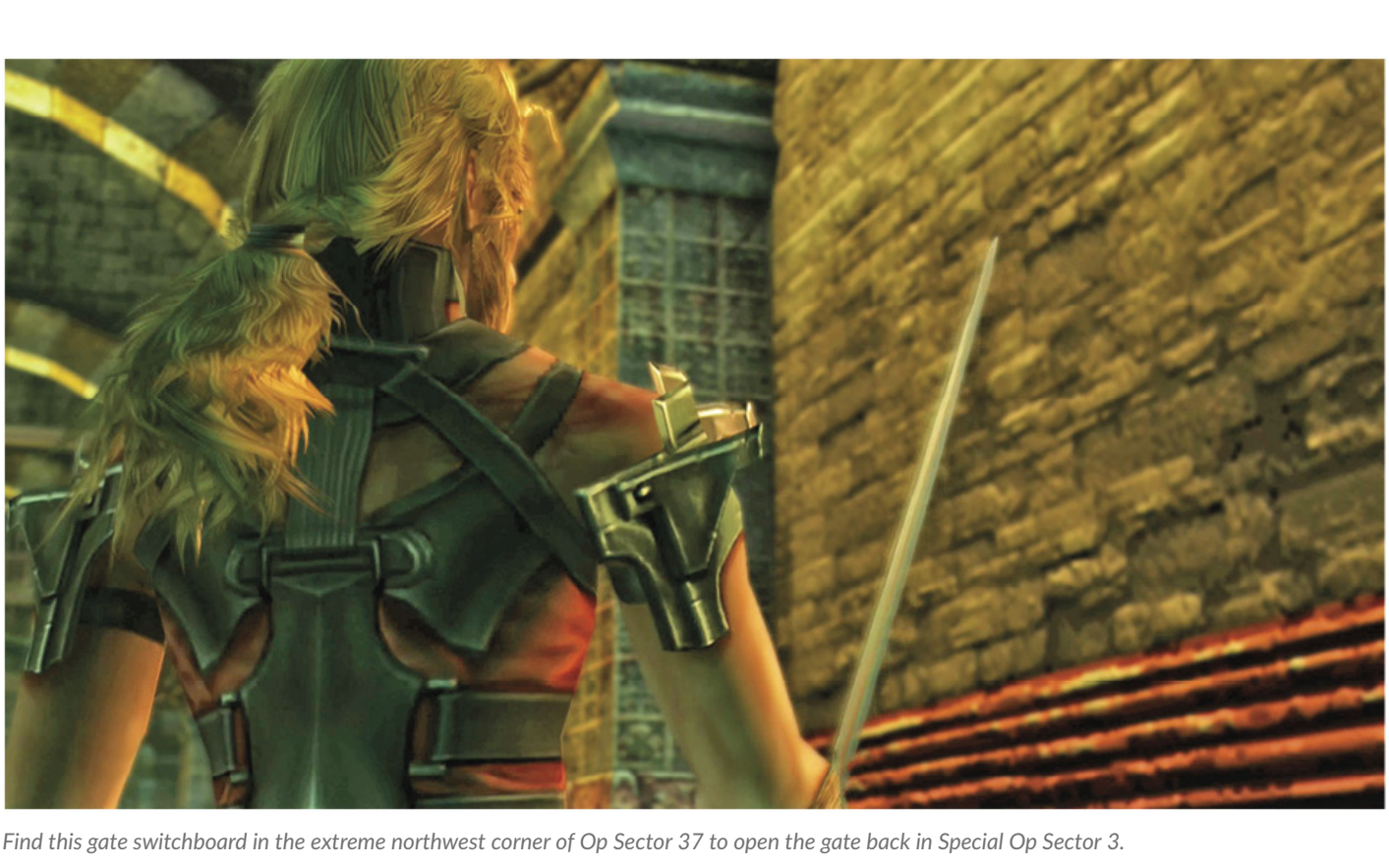
Eye That Power Gauge!

Closely monitor the on-screen power gauge. If it starts dropping close to 50 percent, immediately seek the Battery Mimic that's draining the grid and stop fighting anything else.



Gate Switchboard
The switch is covered with rust.
Press the switch.
Do nothing.

After this beast falls, go around the corner heading west and climb up to the Gate Switchboard, burning the pair of Flans that drop in your path. Press the switch to open the gate back in Special Op Sector 3. Nab the treasure just down the corridor, then return to Special Op Sector 3 and move south (through the now-open gate) to the next area, the North-South Junction, to trigger a very interesting event.



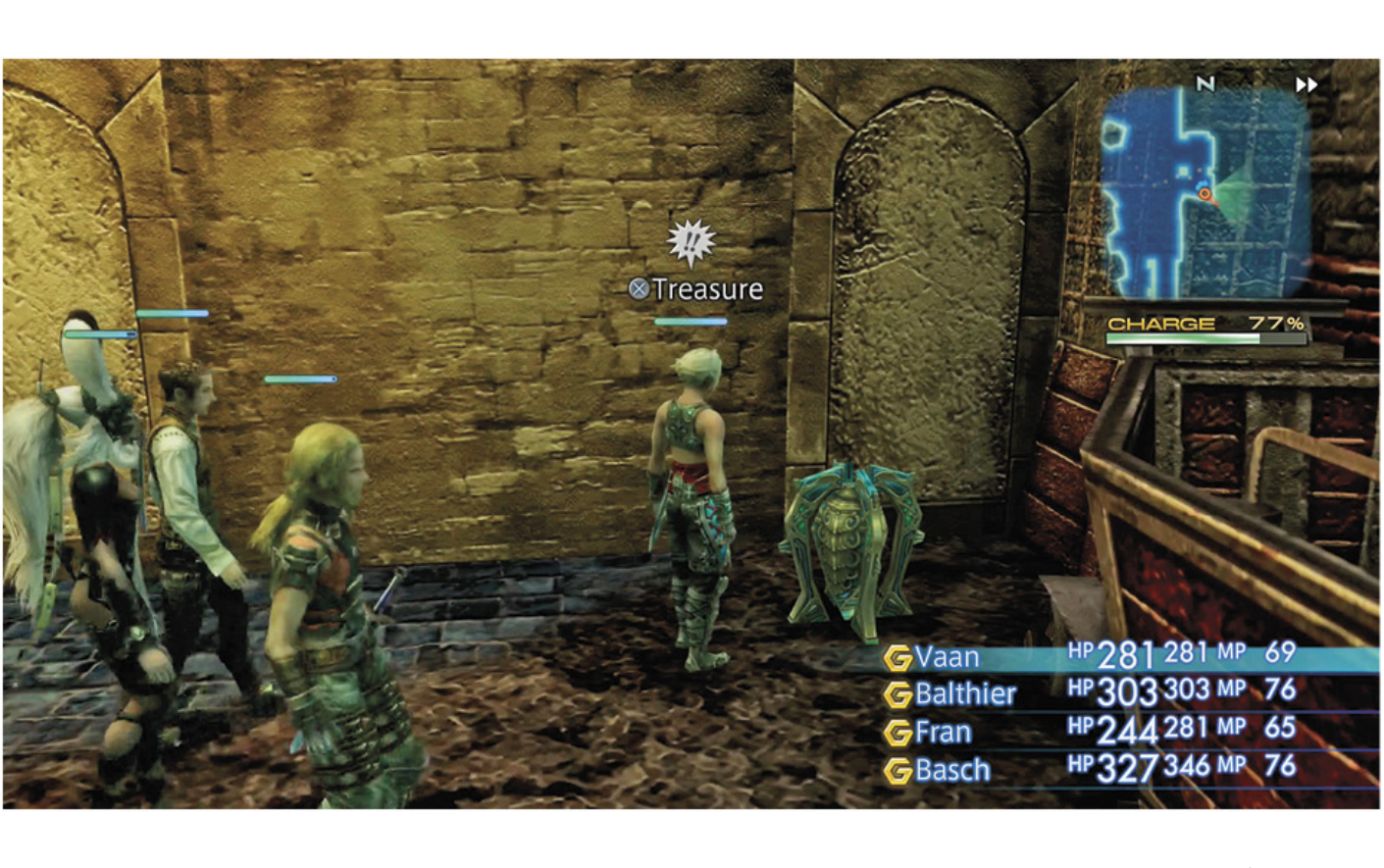
Find this gate switchboard in the extreme northwest corner of Op Sector 37 to open the gate back in Special Op Sector 3.

It's time to move on and leave these dank, dangerous tunnels. However, there is some good news for the team: Basch has picked up a sword and now deals more damage than before.

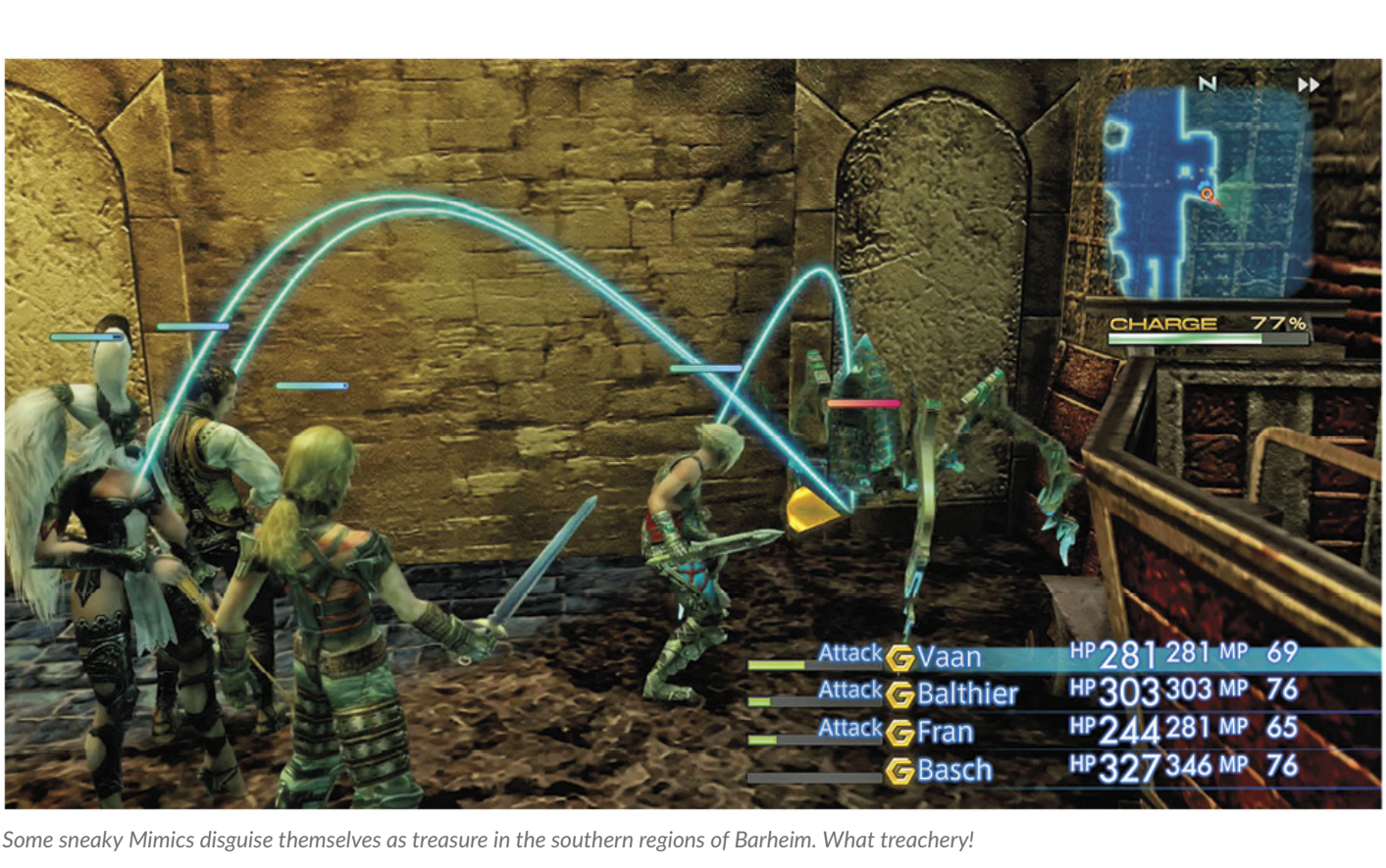
Before you take a step further, use the Save Crystal in the North-South Junction, then continue south into the next area, the Great Central Passage.

Stop the Mimics in Southern Barheim

Yes, more hungry Battery Mimics lurk in the southernmost four areas of the Barheim Passage. But only one feeds on power in the Great Central Passage; it's just up ahead on the left. Nail him immediately.



Beware of any treasure you find in this area, though. Some Mimics disguise themselves as treasure coffers. It doesn't get any lower than that, so make them pay.


CHARGE 77%
Attack Vaan HP 281 281 MP 69
Attack Balthier HP 303 303 MP 76
Attack Fran HP 244 281 MP 65
Basch HP 327 346 MP 76

Some sneaky Mimics disguise themselves as treasure in the southern regions of Barheim. What treachery!

You can't get through the locked gate to the west right now, so continue south down the passage to the next area, the Zeviah Subterrane.

Side Quest: West Gate to Zalera

The locked gate on the west wall of the Great Central Passage leads to the Esper Zalera later in the game. It's the final portion of a very long side quest. You can't reach this area until the party obtains the Barheim Key and finds the secret entrance in the Dalmasca Estersand's Murmuring Defile area. For more on this, see the Zalera section in our "Side Quests" chapter.

The Zeviah Subterrane is a large area with three power conduits, each with a power-draining Battery Mimic. More of those annoying Tiny Mimics harass the party, as well as Surianders, huge toad-like creatures. Don't get distracted from your primary task, though. If you let even one Battery Mimic drain the power gauge below 50 percent, Skeletons and Skull Defenders will rise in pairs from the ground. Stay completely focused on finding the three feeding Mimics.

Battery Mimic A lunges at the party the moment they enter the Zeviah Subterrane, so this one should be easy to knock out quickly. The next one, Battery Mimic B, feeds on a conduit just ahead to the left. But the third Battery Mimic is a bit further away, up the tunnel to the northeast (see callout "C" on the Zeviah Subterrane map).

After eliminating all three Battery Mimics, retrace your route through the area, clear out any enemies and take any treasure. Then return to the northeast passage and proceed into the Terminus No. 4 Adjunct to find a Save Crystal. Prepare for a boss fight! When you're ready, save your game and rush into the next area, Terminus No. 4.

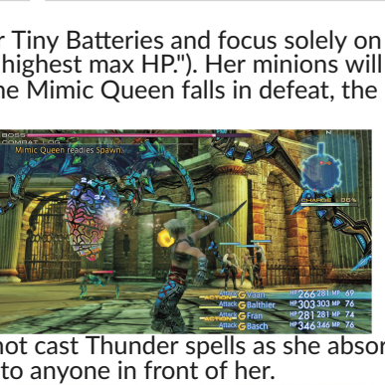
COMBAT LOG
Vaan stole a Storm Stone from Suriander A!

CHARGE 85%
BLOCK
Steal Vaan HP 249 281 MP 69
Attack Balthier HP 254 303 MP 76
Attack Fran HP 281 281 MP 51
Attack Basch HP 251 346 MP 76

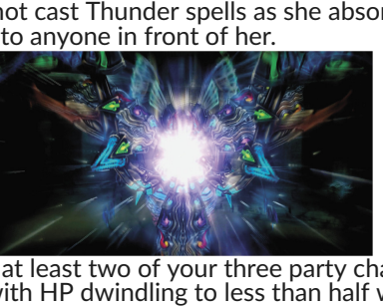
Mimic Queen

LVL	HP	EXP	LP	STEAL
10	4073	0	5	Knot of Rust, Storm Magicite, Rose Corsage

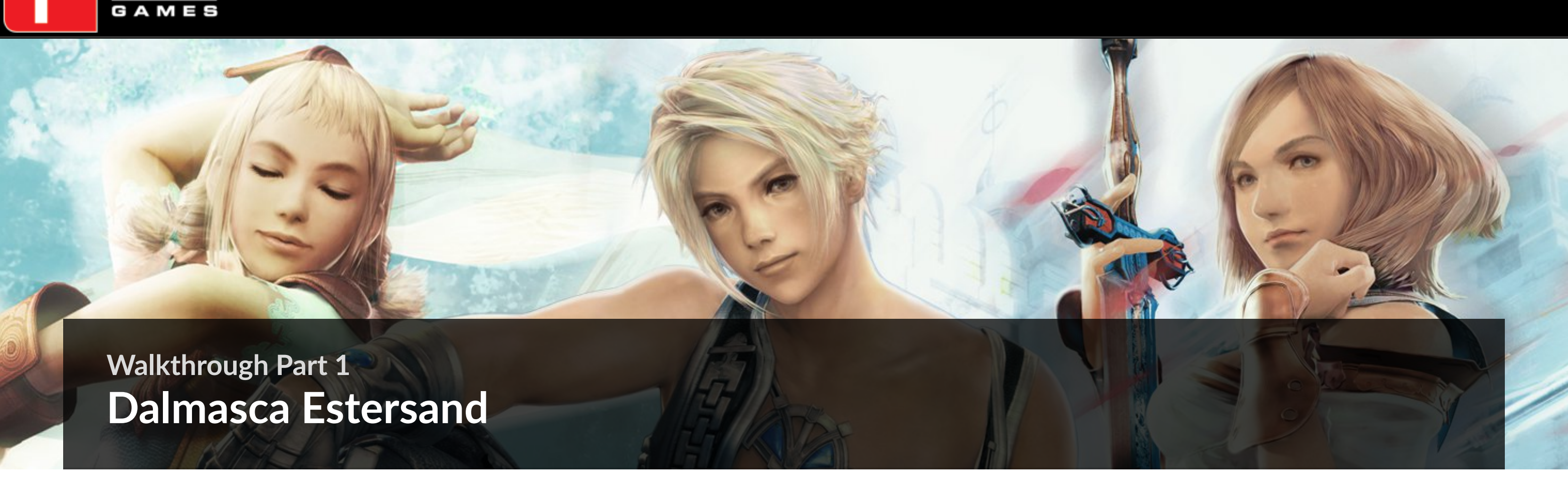
During this battle, it's best to ignore the smaller Tiny Batteries and focus solely on the queen (A simple way to guarantee this is to change offensive gambit conditions to "Foe: highest max HP."). Her minions will feed on power and the charge will drop. Don't worry about that, though; the moment the Mimic Queen falls in defeat, the battle ends, so keep your attacks concentrated on her.



The Mimic Queen thrives on electricity, so do not cast Thunder spells as she absorbs lightning. Watch out for the Queen's Shockstorm attack, which deals heavy damage to anyone in front of her.



Regular attacks work quite well, but make sure at least two of your three party characters (preferably those with ranged weapons) prioritize gambits that heal anyone with HP dwindling to less than half with their attack gambits slotted second. Basch, your guest character, is very effective during this fight, so keep him healed up. When you finally destroy the Mimic Queen, your party automatically escapes from the Barheim Passage out into the Dalmasca Estersand.



Walkthrough Part 1

Dalmasca Estersand

OBJECTIVE

Return to Rabanastre

Travel southwest through the arid Dalmasca Estersand to return to the city of Rabanastre.

COCKATRICE

LEVEL	HP
9-11	585-617
EXP	LP
202-210	1

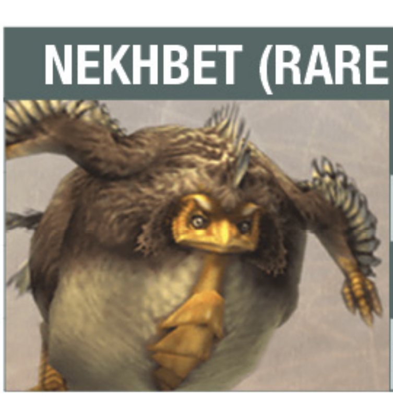
CACTITE

LEVEL	HP
4-8	100-136
EXP	LP
31-40	1

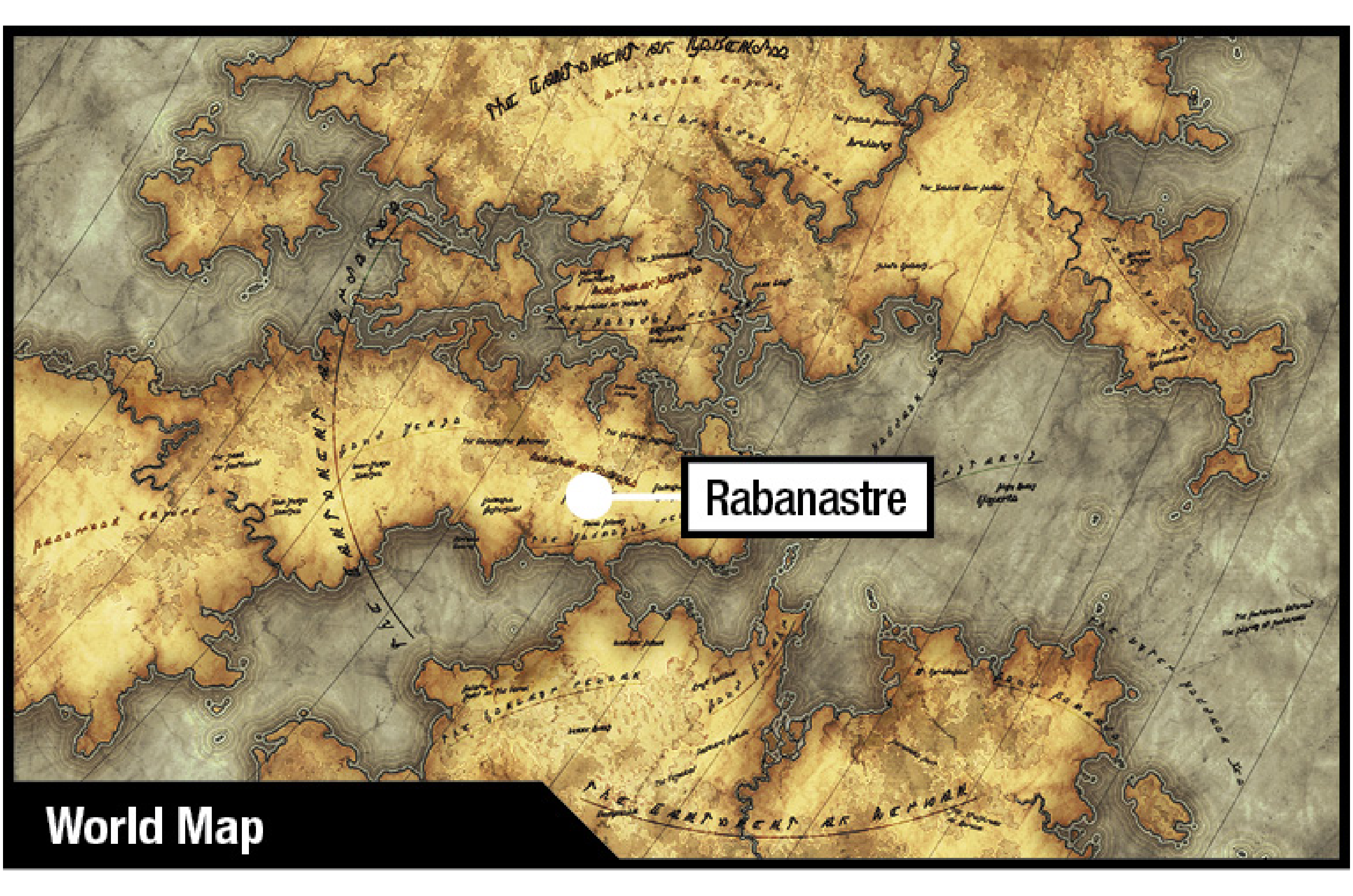
WOLF

LEVEL	HP
8-9	135-155
EXP	LP
16-18	1

NEKHBET (RARE GAME)

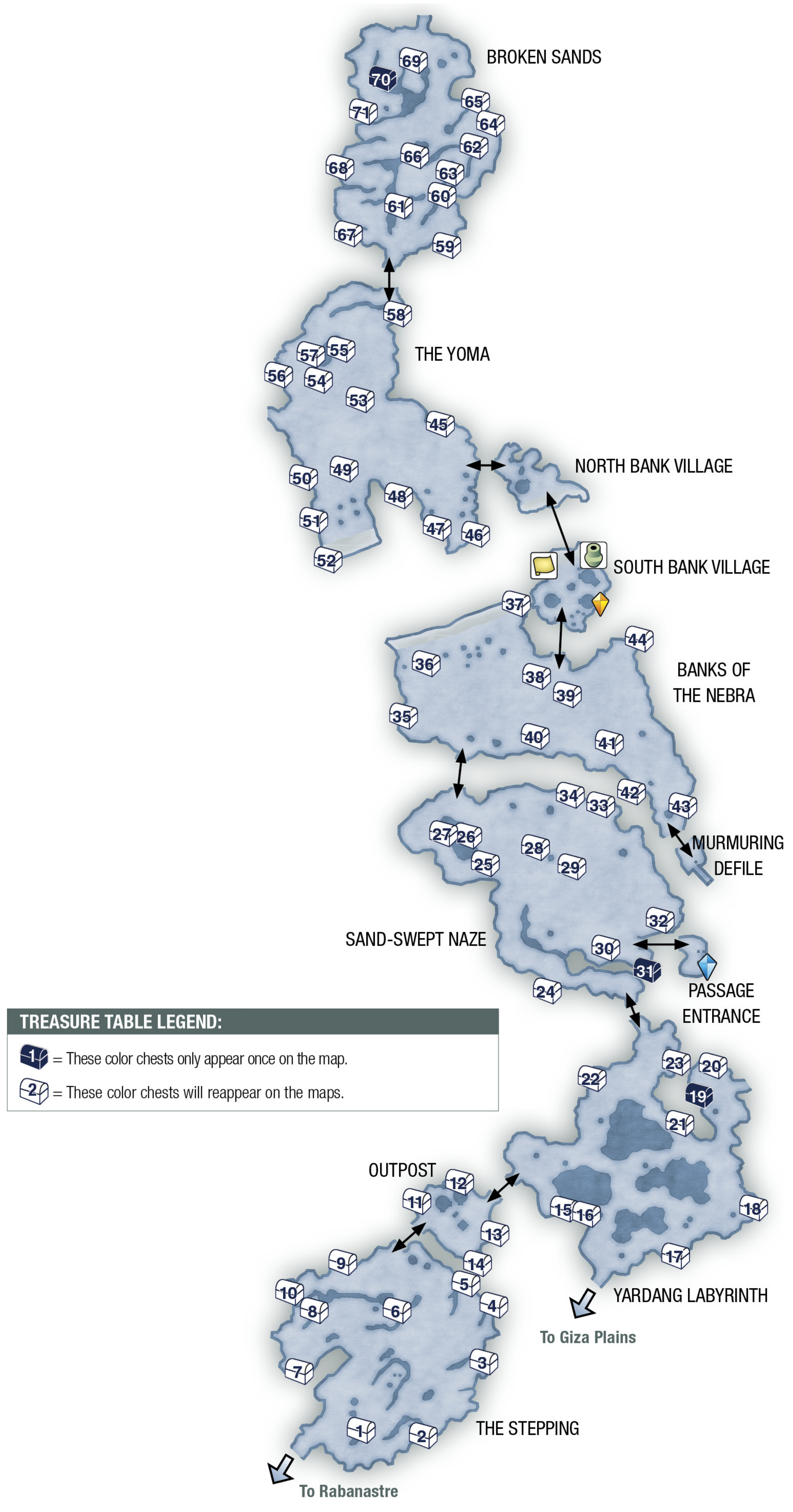


LEVEL	HP
5-6	3963
EXP	LP
625-629	3



Action Checklist

1. Cross the Estersand to Rabanastre.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

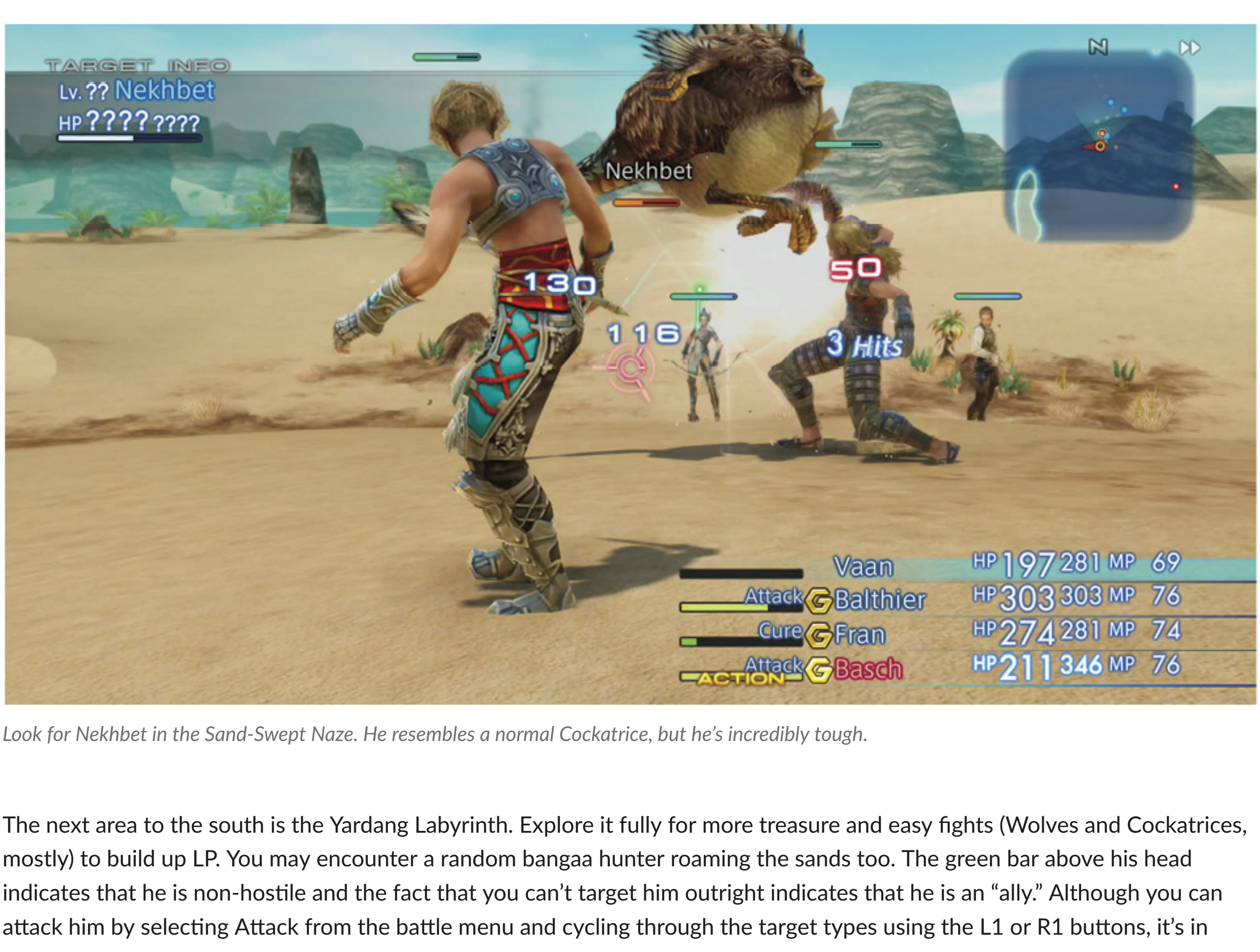
2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	75%	35%	~35	Antidote	Antidote	Knot of Rust	Meteorite (A)
2	75%	35%	~35	Potion	Potion	Knot of Rust	Meteorite (A)
3	75%	30%	~120	Potion	Potion	Knot of Rust	Meteorite (A)
4	75%	35%	~35	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
5	75%	35%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
6	75%	35%	~35	Potion	Potion	Knot of Rust	Meteorite (A)
7	75%	35%	~30	Potion	Potion	Knot of Rust	Meteorite (A)
8	75%	35%	~35	Potion	Potion	Knot of Rust	Meteorite (A)
9	75%	35%	~30	Potion	Potion	Knot of Rust	Meteorite (A)
10	75%	35%	~100	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
11	60%	60%	~40	Potion	Potion	Knot of Rust	Meteorite (A)
12	15%	60%	~40	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
13	100%	0%	—	Firefly	Firefly	Firefly	Firefly
14	60%	60%	~40	Potion	Potion	Knot of Rust	Meteorite (B)
15	60%	45%	~55	Potion	Potion	Knot of Rust	Meteorite (A)
16	55%	40%	~40	Ether	Ether	Knot of Rust	Meteorite (A)
17	60%	45%	~70	Potion	Potion	Knot of Rust	Meteorite (A)
18	60%	45%	~55	Dark Mote	Dark Mote	Knot of Rust	Meteorite (B)
19	100%	0%	—	Silence	Silence	Silence	Silence
20	65%	40%	~40	Antidote	Antidote	Knot of Rust	Meteorite (A)
21	55%	50%	~40	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (C)
22	65%	40%	~40	Antidote	Antidote	Knot of Rust	Meteorite (A)
23	60%	45%	~55	Potion	Potion	Knot of Rust	Meteorite (A)
24	65%	40%	~60	Potion	Potion	Knot of Rust	Meteorite (A)
25	55%	50%	~50	Potion	Argyle Armlet	Knot of Rust	Meteorite (A)
26	60%	50%	~100	Potion	Chronos Tear	Knot of Rust	Meteorite (A)
27	65%	40%	~70	Echo Herbs	Echo Herbs	Knot of Rust	Meteorite (B)
28	65%	40%	~60	Potion	Potion	Knot of Rust	Meteorite (A)
29	65%	35%	~70	Antidote	Antidote	Knot of Rust	Meteorite (A)
30	65%	35%	~80	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
31	100%	0%	—	Poison	Poison	Poison	Poison
32	65%	35%	~80	Antidote	Antidote	Knot of Rust	Meteorite (A)
33	55%	40%	~60	Ether	Ether	Knot of Rust	Meteorite (A)
34	65%	40%	~70	Potion	Potion	Knot of Rust	Meteorite (A)
35	55%	45%	~90	Potion	Shortbow	Knot of Rust	Meteorite (A)
36	60%	40%	~180	Potion	Potion	Knot of Rust	Meteorite (B)
37	55%	40%	~140	Ether	Ether	Knot of Rust	Meteorite (A)
38	55%	40%	~90	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
39	55%	50%	~65	Potion	Bangle	Knot of Rust	Meteorite (A)
40	60%	45%	~90	Lightning Fang	Lightning Fang	Knot of Rust	Meteorite (A)
41	60%	45%	~120	Dark Mote	Dark Mote	Knot of Rust	Meteorite (A)
42	55%	50%	~70	Potion	Handaxe	Knot of Rust	Meteorite (A)
43	60%	40%	~90	Potion	Onion Arrows	Knot of Rust	Meteorite (A)
44	60%	40%	~95	Antidote	Antidote	Knot of Rust	Meteorite (A)
45	75%	35%	~280	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
46	75%	35%	~280	Ether	Demonsbane	Knot of Rust	Meteorite (A)
47	75%	35%	~280	Soleil Fang	Hi-Potion	Knot of Rust	Meteorite (B)
48	75%	35%	~280	Dispel Mote	Gladius	Knot of Rust	Meteorite (A)
49	75%	35%	~280	Dispel Mote	Bone Helm	Knot of Rust	Meteorite (A)
50	75%	35%	~280	Soleil Fang	Bone Mail	Knot of Rust	Meteorite (A)
51	75%	35%	~280	Gold Needle	Hi-Potion	Knot of Rust	Meteorite (A)
52	75%	35%	~280	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
53	75%	35%	~280	Potion	Gold Needle	Knot of Rust	Meteorite (A)
54	75%	35%	~280	Ether	Remedy	Knot of Rust	Meteorite (A)
55	75%	35%	~280	Soleil Fang	Handkerchief	Knot of Rust	Meteorite (C)
56	75%	35%	~280	Eye Drops	Hammerhead	Knot of Rust	Meteorite (A)
57	75%	35%	~280	Handkerchief	Antidote	Knot of Rust	Meteorite (A)
58	75%	35%	~280	Eye Drops	Hi-Potion	Knot of Rust	Meteorite (A)
59	80%	35%	~300	Dispel Mote	Black Cowl	Knot of Rust	Meteorite (A)
60	80%	35%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
61	80%	35%	~300	Potion	Chronos Tear	Knot of Rust	Meteorite (A)
62	80%	35%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (C)
63	80%	35%	~300	Potion	Viking Coat	Knot of Rust	Meteorite (A)
64	80%	35%	~300	Chronos Tear	Bangle	Knot of Rust	Meteorite (A)
65	80%	35%	~300	Prince's Kiss	Ether	Knot of Rust	Meteorite (B)
66	80%	35%	~300	Potion	Potion	Knot of Rust	Meteorite (A)
67	80%	35%	~300	Ether	Obelisk	Knot of Rust	Meteorite (A)
68	80%	35%	~300	Ether	Dragon Shield	Knot of Rust	Meteorite (A)
69	80%	35%	~300	Potion	Bacchus' Wine	Knot of Rust	Meteorite (A)
70	100%	0%	—	Berserker Bracers	Berserker Bracers	Berserker Bracers	Berserker Bracers
71	80%	50%	~300	Remedy	Diamond Helm	Knot of Rust	Meteorite (A)

Cross the Desert to Rabanastre

The party starts in the Passage Entrance area just outside the Barheim Passage. Use the Save Crystal and move west into the Sand-Swept Naze. The Naze is a big area with plenty of treasures and enemies, although most of the foes will seem weak after what you faced in Barheim.

One foe is very tough, though—a rare beast named Nekhbet. A full party of four can defeat him, but it's by no means easy. The beast casts Slow, a status effect that you can only remove with a Remedy at this point, since you don't have the Haste spell yet. When Nekhbet finally falls, you receive plenty of EXP and LP, so it's worth the effort.


TARGET INFO
Lv. ?? Nekhbet
HP ???? ????
Nekhbet
130
116
50
3 Hits
Vaan HP 197 281 MP 69
Attack Balthier HP 303 303 MP 76
Cure Fran HP 274 281 MP 74
Attack Basch HP 211 346 MP 76
ACTION

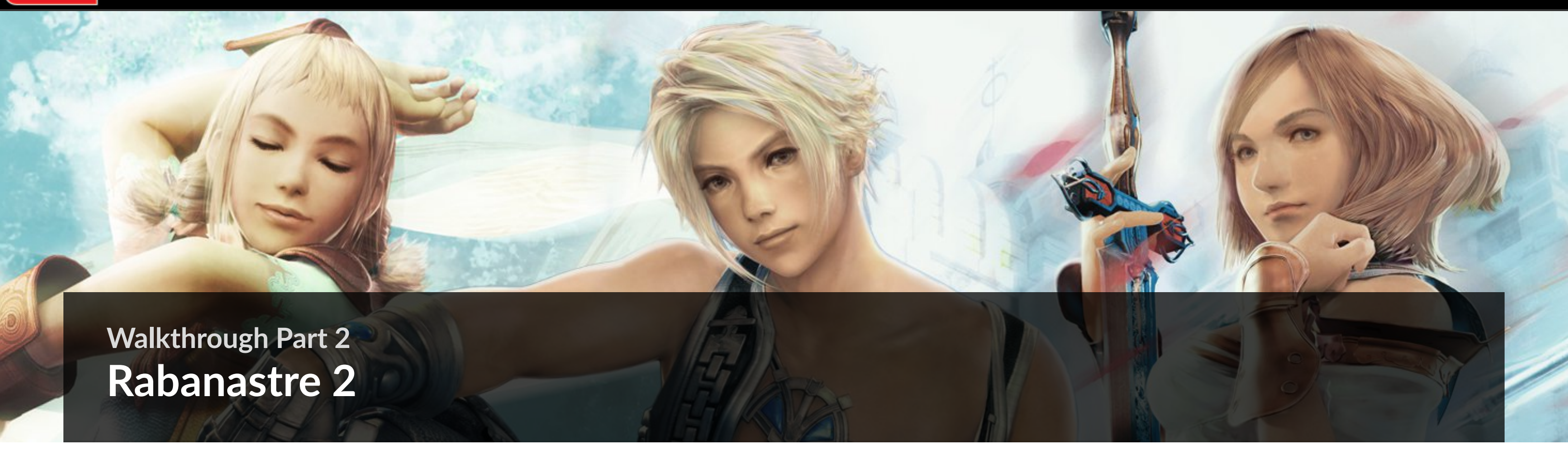
Look for Nekhbet in the Sand-Swept Naze. He resembles a normal Cockatrice, but he's incredibly tough.

The next area to the south is the Yardang Labyrinth. Explore it fully for more treasure and easy fights (Wolves and Cockatrices, mostly) to build up LP. You may encounter a random bangaa hunter roaming the sands too. The green bar above his head indicates that he is non-hostile and the fact that you can't target him outright indicates that he is an "ally." Although you can attack him by selecting Attack from the battle menu and cycling through the target types using the L1 or R1 buttons, it's in your best interest to let him be. NPC allies will occasionally cast beneficial spells on your party and help fight enemies. Continue southwest through the Outpost into The Stepping, the area where you defeated the Rogue Tomato.

The mighty Wild Saurian still paces in the northern part of The Stepping, and you should carry on avoiding him for now, as he's a level 34 beast. You can fight the Wolves and Cactites, though. At this point, you can decimate them with a single swing of the sword, so you can accrue LP quickly while moving across the desert.

Upon reaching Rabanastre, the party splits up. Basch thanks the team and promises to pay his respects to Vaan's brother. Then Fran and Balthier take their leave too, warning you to lay low for a while. They plan to stay in Rabanastre for some time.

Vaan wonders if he can trust Basch and decides he should get rid of the glowing stone he stole from the Royal Treasury. He wants to show it to Penelo first, though, who should be at Migelo's place this time of day.



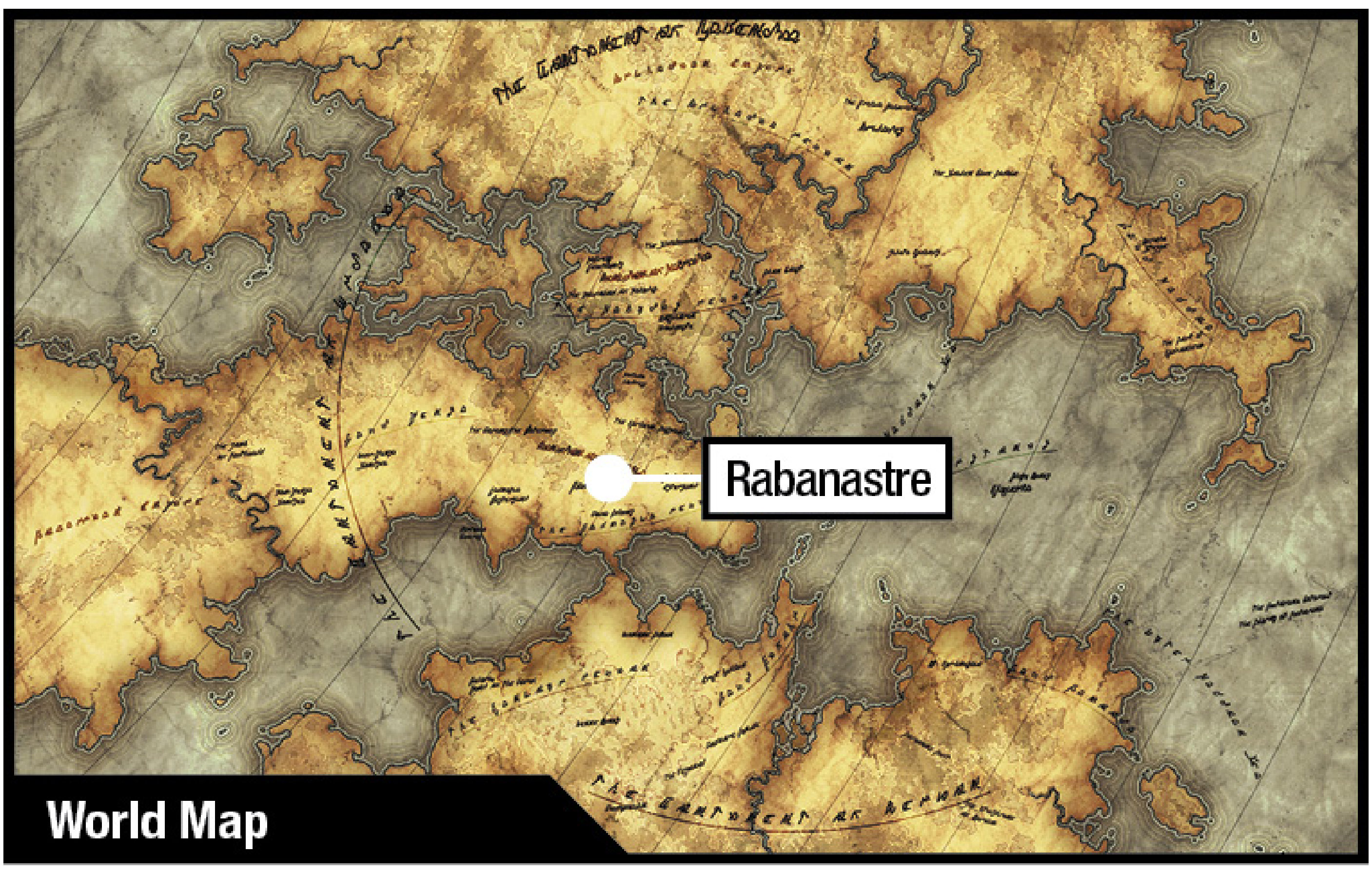
Walkthrough Part 2

Rabanastre 2

OBJECTIVE

Make the City Rounds

Vaan wants to show Penelo and Old Dalan the glowing stone he pilfered from the Treasury. But Penelo is missing and Old Dalan sends Vaan on a mysterious errand that leads to a "reunion party."



Action Checklist

1. Visit Migelo's.

2. Visit Old Dalan and make a delivery for him.

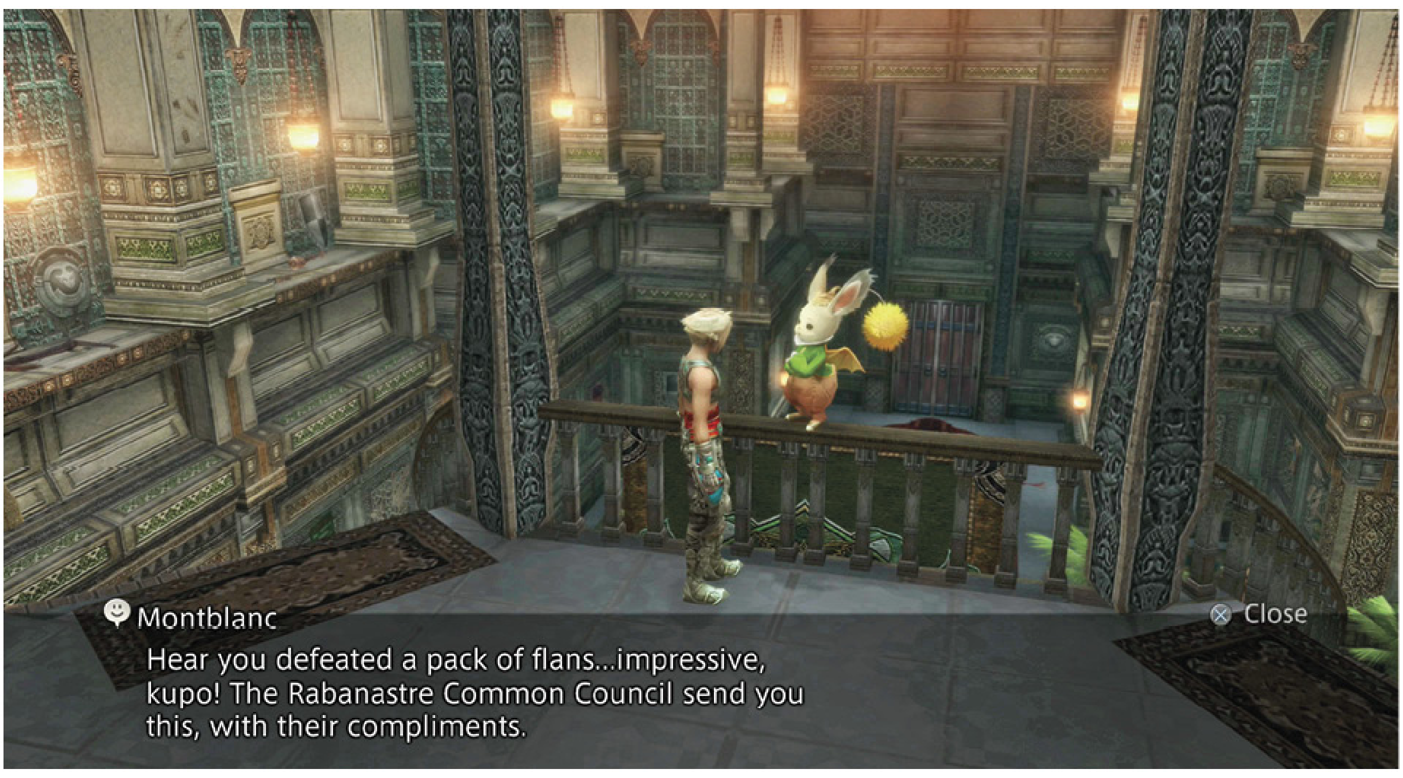
3. Find Balthier and Fran.

4. Go to the Aerodrome.

Visit Migelo's and the Clan Hall

Kytes hasn't seen Penelo, but he says Old Dalan needs errands run. Vaan offers to go see the old man.

The party has disbanded, leaving Vaan all alone. Head up to East End and drop into Migelo's Sundries to trigger an event. Kytes tells Vaan that neither Penelo nor Migelo are around; he also says Old Dalan has an errand to run. Vaan volunteers to run the errand for Kytes, marking a new destination on the area map: Old Dalan's place in Lowtown.

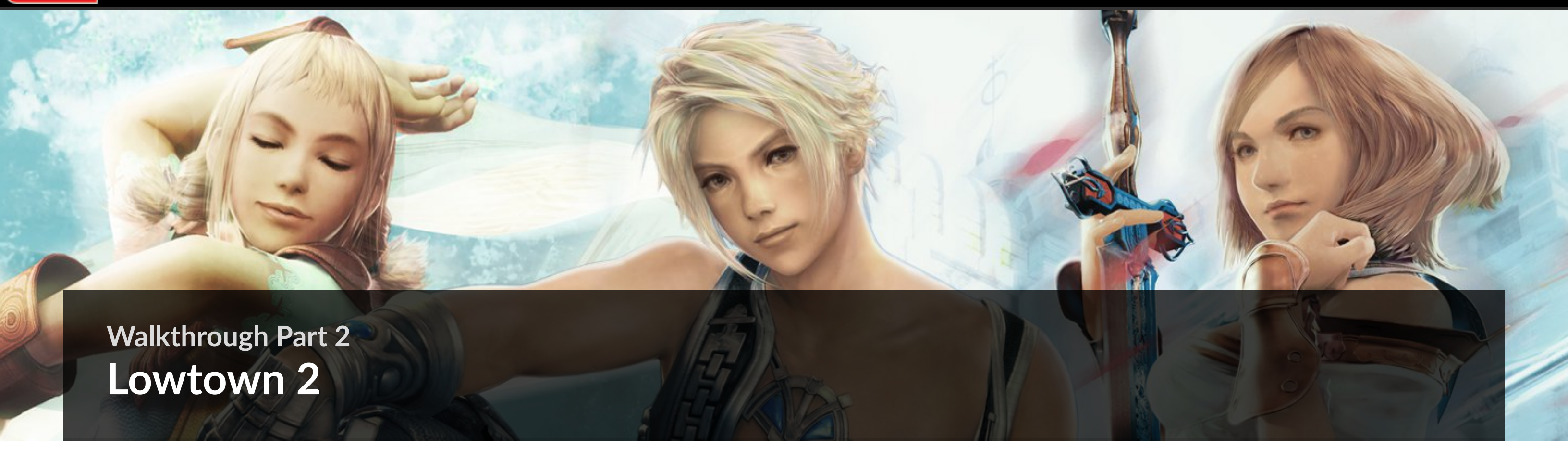


Montblanc
Hear you defeated a pack of flans...impressive, kupo! The Rabanastre Common Council send you this, with their compliments.

Visit Montblanc at the Clan Hall to receive rewards for defeating the pack of Flans, Firemane, and the Mimic Queen.

Before you go, sell any loot that you've accumulated and stock up on items that are low in your inventory. Make sure to build a small stock of the new items available (Echo Herbs [to remove Silence status] and Gold Needles [to remove Stone/Petrify status]).

Exit and visit Montblanc in the Clan Hall on the North End to receive rewards for any recent bosses you've defeated. Lastly, go visit other local merchants to see what they have for sale now.



Walkthrough Part 2

Lowtown 2

Montblanc's Largesse

Always visit the Clan Hall whenever you return to Rabanastre from your latest adventure. Montblanc offers rewards for any bosses or rare game you've defeated.

When you're finished shopping (or window-shopping, as the case may be), head down to visit Old Dalan in Lowtown.

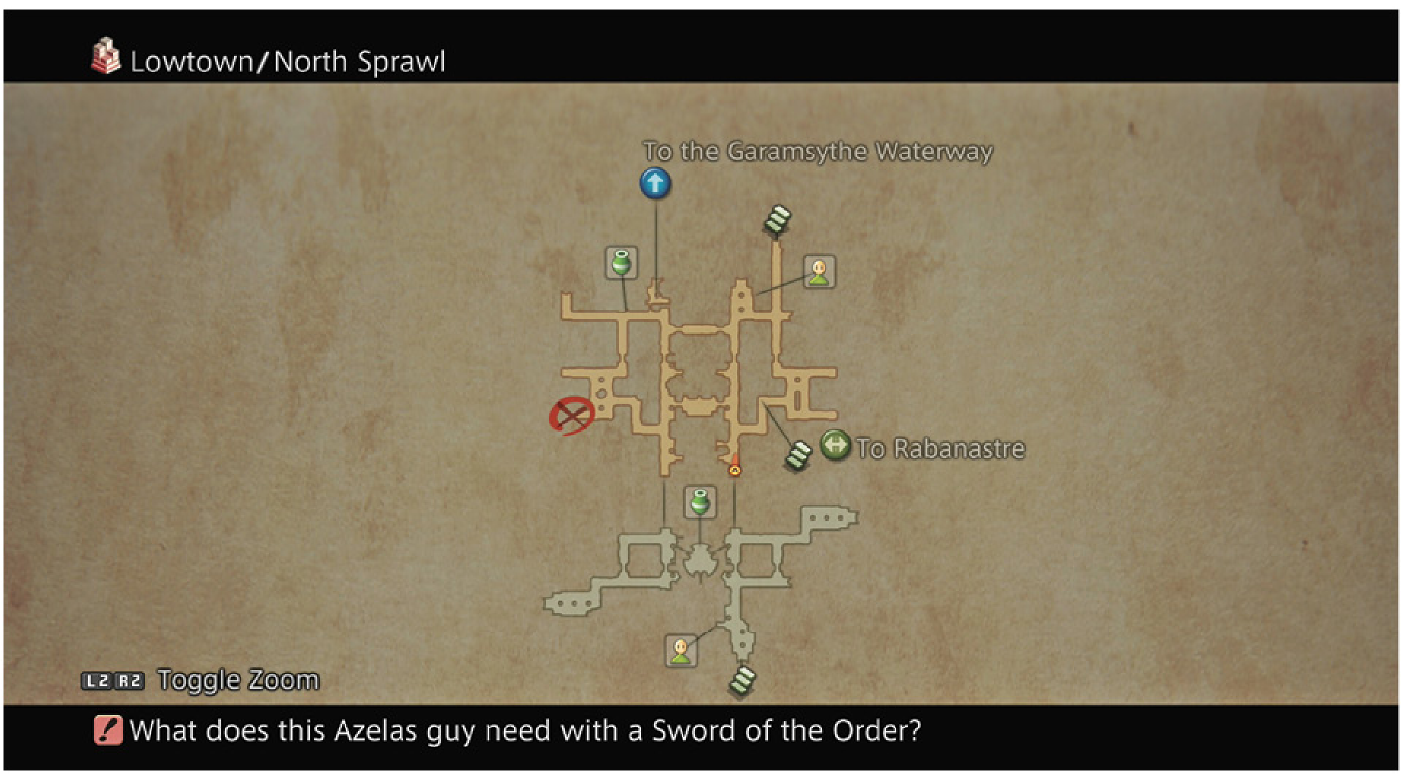
Be a Smart Buyer

Unless you've been overly active about acquiring loot and LP by obsessively revisiting areas you've already cleared, your resources may be limited at this point in the game, so spend carefully on equipment.

Remember that all party members can share certain purchases with the associated licenses, including those who join up later (except guests). For example, all party members can use licensed magicks and technicks, once purchased. In addition, all party members can use any of the gambits you buy, so you can be somewhat thrifty in this area.

Visit Old Dalan and Make His Delivery

Talk to Old Dalan to trigger an event. Vaan shows Dalan the stone, then the old man sends him on an errand. He wants Vaan to deliver a sword to someone named Azelas. Dalan marks his location on the area map; the red "X" isn't far away, just up in the North Sprawl of Lowtown. Vaan asks Old Dalan to help him find out where Penelo is and the old man agrees.



What does this Azelas guy need with a Sword of the Order?

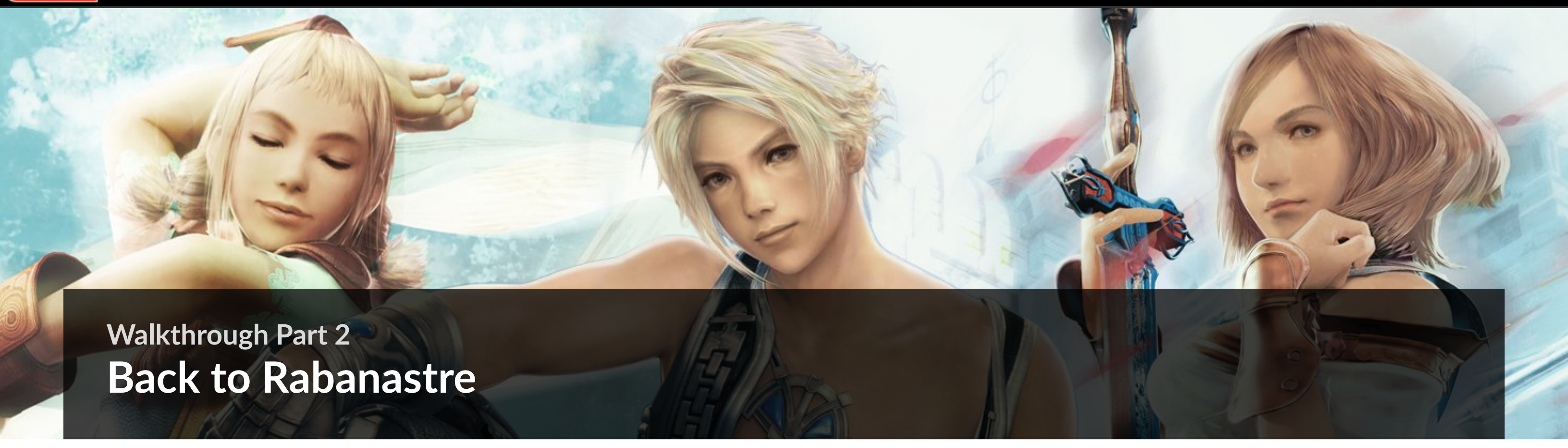
Old Dalan wants Vaan to deliver a Sword of the Order to Azelas in the North Sprawl.

Follow the path to the "X" on the map and locate a man named Balzac sitting on a crate. Speak to him and he lets you into a secret Resistance hideout. Inside, men argue about the King's assassination. Then Basch emerges...in his Dalmascan uniform. After the event, Basch joins your party.

As Vaan and Basch exit, Basch asks Vaan to take him to Balthier to acquire "wings." Vaan agrees. Basch now joins your party.

Shield Basch

Basch joins with some nice equipment and licenses, plus a lot of LP to spend. However, he starts with no shield. Give him one right away if at all possible, or buy one at Panamis's Protectives.



Walkthrough Part 2

Back to Rabanastre

Find the Sky Pirate

The map screen provides a clue, pondering where a "tired, thirsty sky pirate" might go in Rabanastre. Answer: The Sandsea, of course! While approaching the tavern, an event occurs during which Vaan tells Basch about losing his parents to the Plague and describes his sibling-like connection to Penelo; her family raised him.

Enter the Sandsea and go upstairs to the balcony to trigger another event. Balthier and Fran sit at a table where Migelo angrily berates the sky pirate. The bangaa headhunter Ba'Gamnan has kidnapped Penelo and left behind a note telling Balthier to come to the mines in Bhujerba.

According to Balthier, the Imperial Fleet is massing at Bhujerba, a spectacular skycity. Vaan jumps at the chance to save Penelo, even offering the Goddess's Magicite in exchange for passage. Basch offers to join Vaan, saying he has business in Bhujerba, too. When the event ends, Balthier and Fran join your party. Each new ally who joins opens up new choices about job assignment and party configuration. But, like warnings earlier in the walkthrough, you don't have to feel obligated to immediately choose jobs for new party members. Job choices are permanent, so it's better to stall and think about it longer. At worst, you have to use more Potions and Phoenix Down for healing along the way, and you'll have more LP stocked up whenever you do finally choose which license boards to assign a character.

Board Balthier's Ship

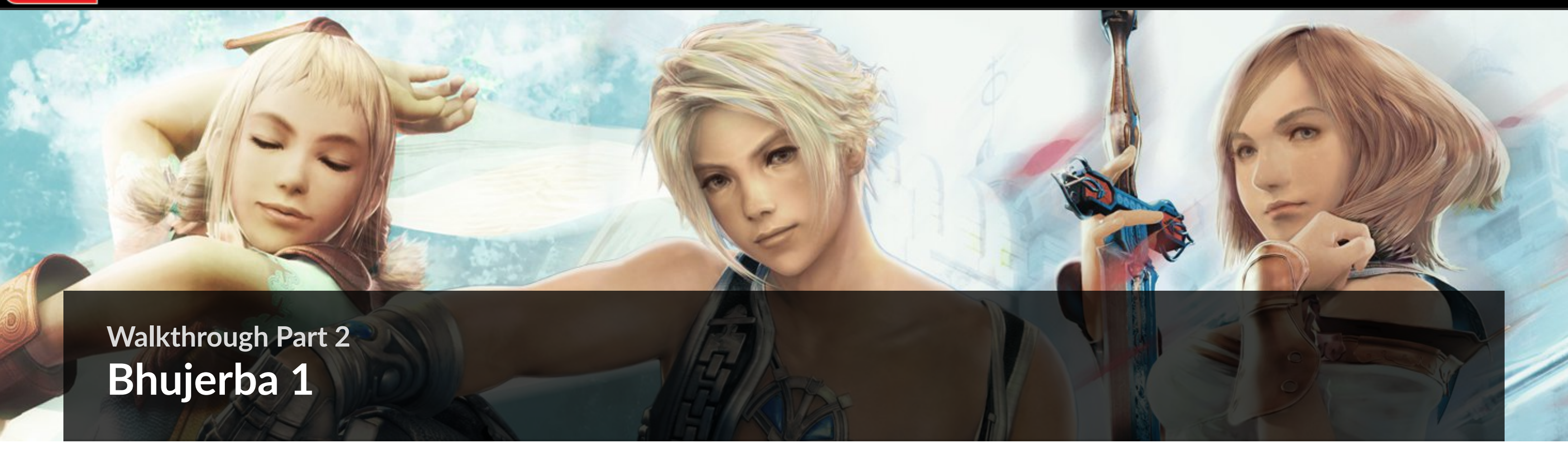
Balthier sticks around to mention that Ba'Gamnan's note must refer to the Lhusu Mines in Bhujerba, and says to meet him at the Aerodrome. Now that Fran and Balthier have joined your party, you may want to visit the local merchants and upgrade their equipment. After doing so, head for the Aerodrome in the Westgate district of the city. (It's marked on in the area map.)

When you reach the Aerodrome, Fran is waiting outside. Talk to her to learn that Balthier feels responsible for what's happened to Penelo. Enter the Aerodrome and find Balthier waiting in an area near the back of the building, on the left side. Talk to him to learn that Bhujerba is on the sky continent of Dorstonis. The Lhusu Mine is actually a magicite mine located in Bhujerba. He'll also tell you more about Bhujerba, if you want. The skycity is known for its export of magicite and is ruled by Marquis Ondore, a man who has staved off Imperial invasion by maintaining Bhujerba's longtime tradition of neutrality.

The Bhujerba Scribe

Note that the man who rules Bhujerba is the same Marquis Ondore whose memoirs appear earlier in the game.

Or, you can skip all that and just select "I'm ready" and then "I'm really ready." This triggers an event showing the party boarding Balthier's ship, the Strahl, after a team of moogles prep it.



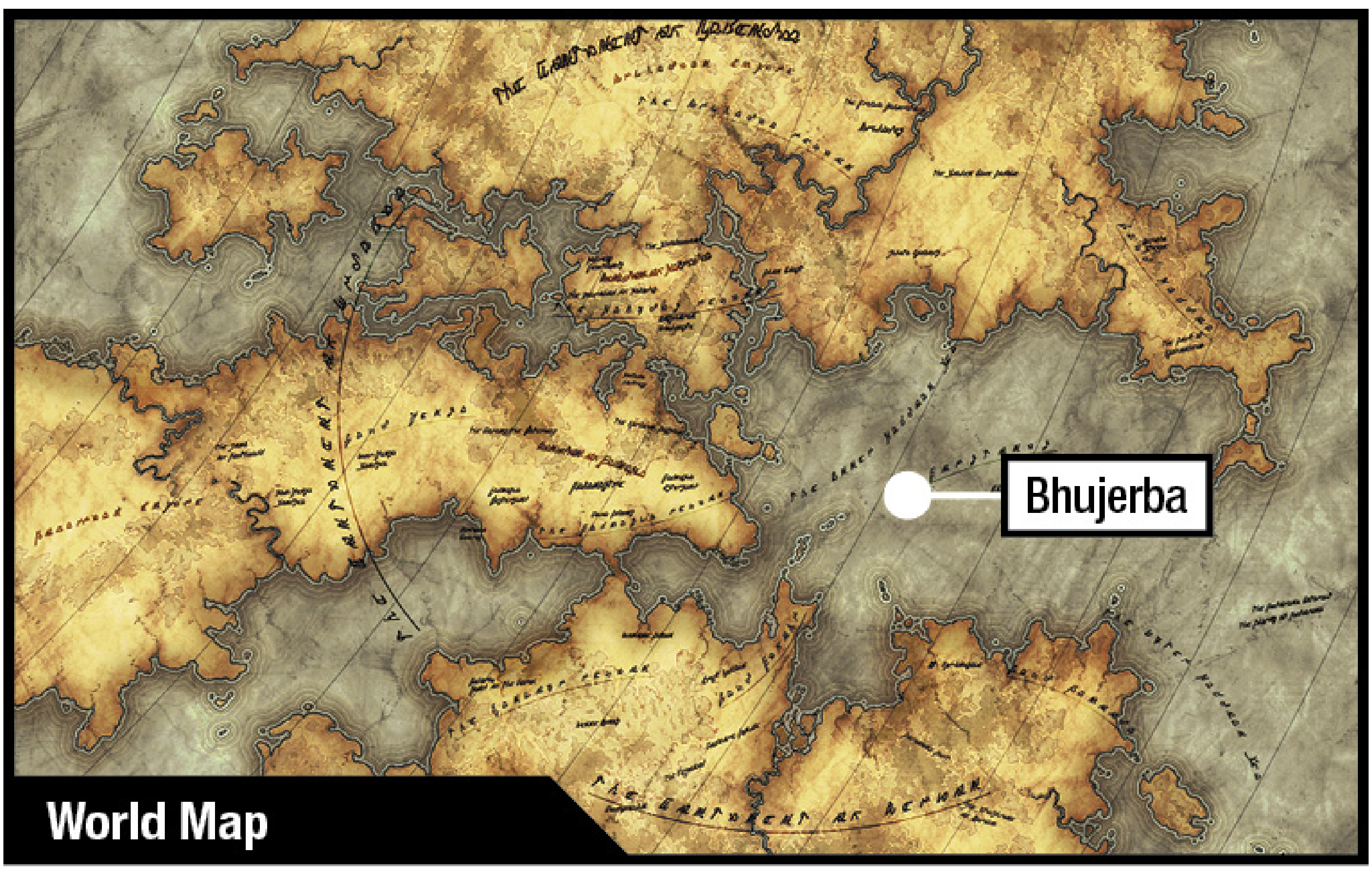
Walkthrough Part 2

Bhujerba 1

OBJECTIVE

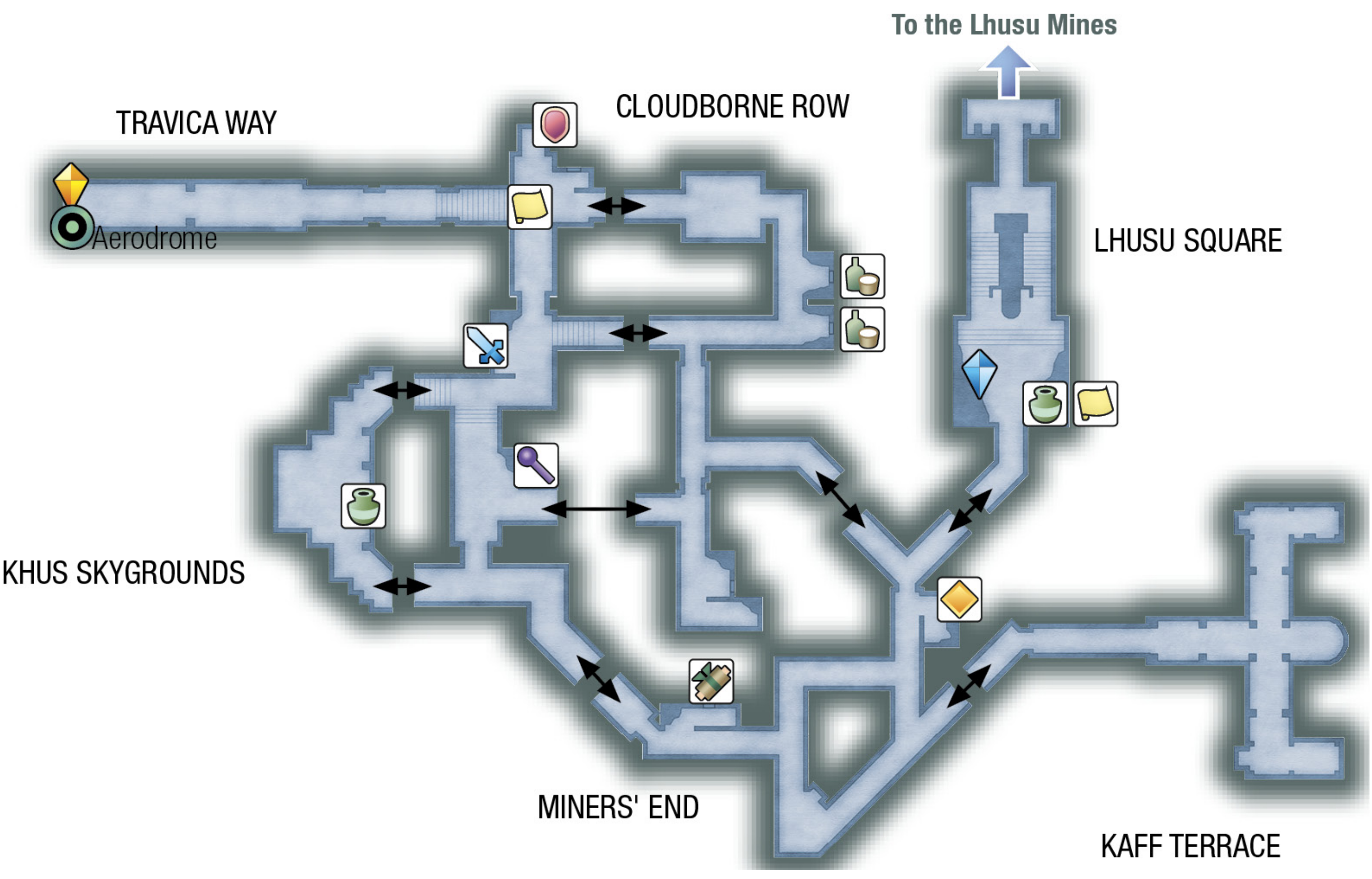
Rescue Penelo!

Ba'Gamnan is holding Penelo! Look for her deep in the Lhusu Mines.



Action Checklist

1. Find the Lhusu Mines.



Get to the Lhusu Mines

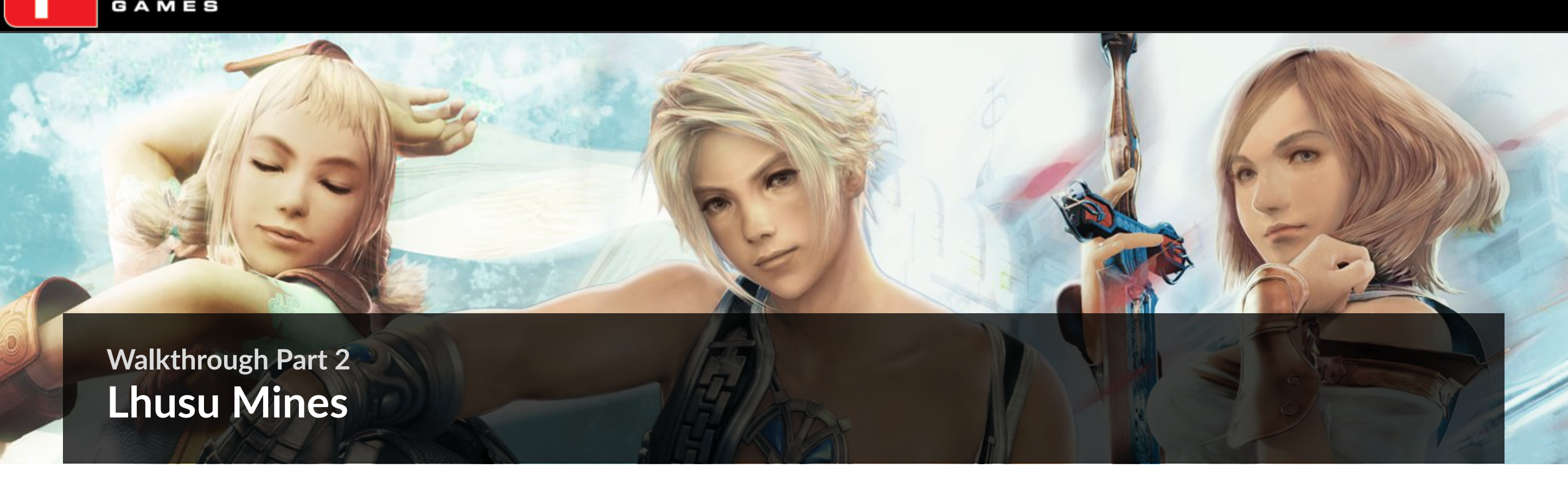
Nice kid, that Lamont. But why is he so interested in the Lhusu Mines?

When you exit the Bhujerba aerodrome, you see a quick event during which a young lad named Lamont asks if he may accompany the party to the Lhusu Mines. Balthier agrees and Lamont joins your party as a guest.

Proceed due east and climb the staircase. At the top, locate the Cartographers' Guild moogle and buy his maps of Bhujerba and the Lhusu Mines. (If you're a bit short of the steep asking price for the maps, sell a few items at any nearby shop.)

If you have any spare gil, or even if you don't, you can browse a bit in the Bhujerba shops to see what novel items or equipment is available. Next, head for the entrance to the Lhusu Mines from Lhusu Square, in the northeast district of the city. If you talk to people along the way, you learn that the magicite mines are shut down today because of an Imperial inspection party from Archadia.

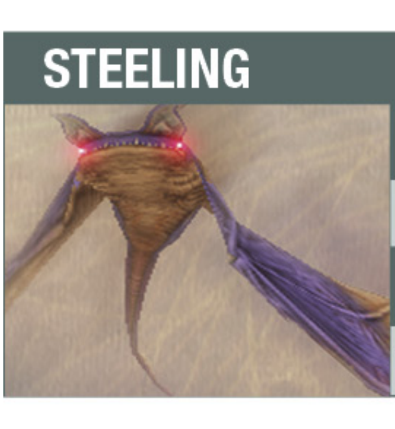
When you approach the mines, a quick event occurs. Balthier points out that these mines contain one of the richest magicite veins in all of Ivalice. Basch suggests that the mines are probably under Imperial guard, but young Lamont precociously explains that, with but few exceptions, the Imperial army is not permitted in Bhujerba.



Walkthrough Part 2

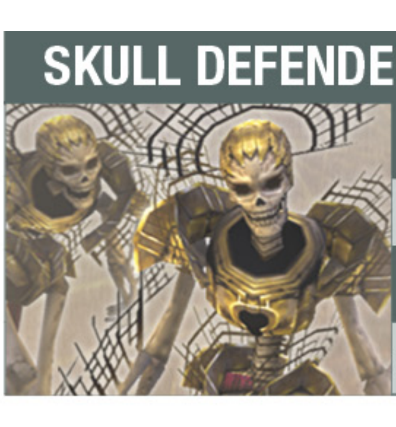
Lhusu Mines

STEELING



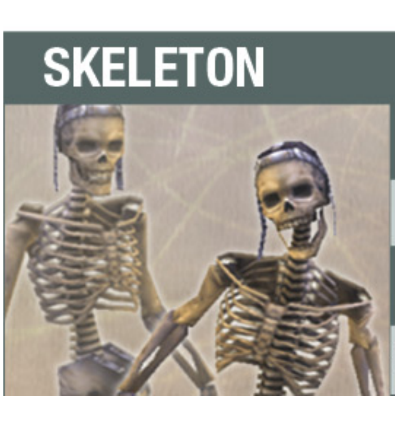
LEVEL	HP
7-8	446-462
EXP	**LP**
120-124	1

SKULL DEFENDER



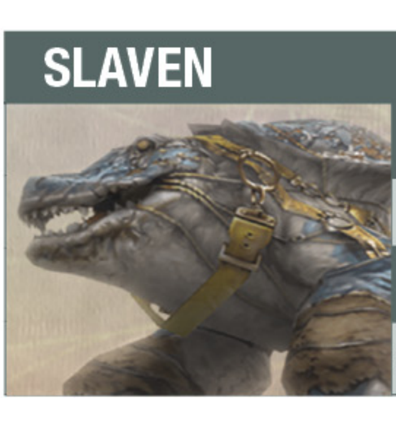
LEVEL	HP
8-9	510-516
EXP	**LP**
290-293	1

SKELETON



LEVEL	HP
8-9	557-563
EXP	**LP**
290-293	1

SLAVEN



LEVEL	HP
10-11	780-802
EXP	**LP**
263-268	1

Action Checklist

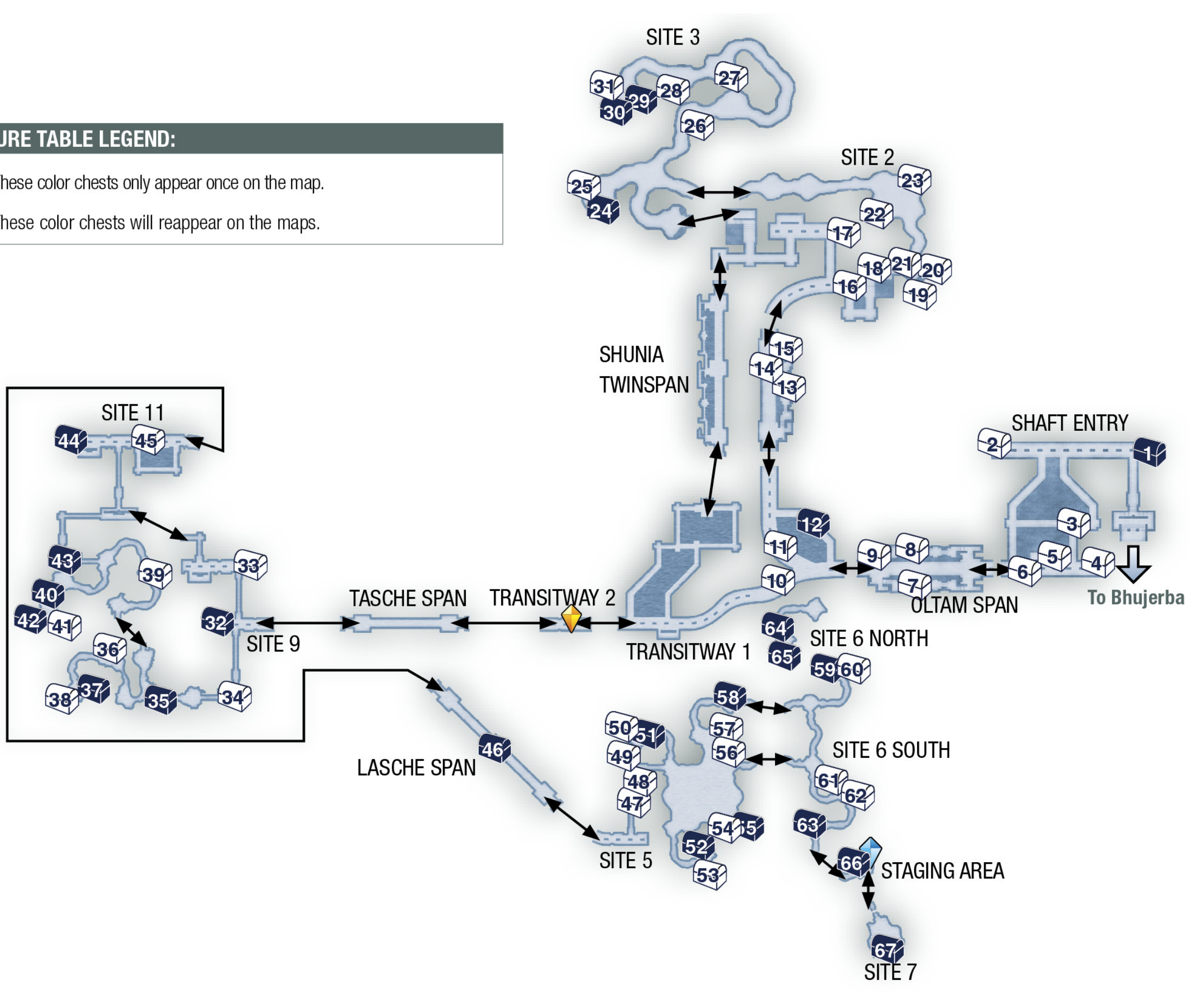
1. Work your way into Site 2.

2. Escape Ba'Gamnan and crew!

TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	0%	—	Silence	Silence	Silence	Silence
2	70%	35%	~220	Aqua Mote	Bronze Mace	Knot of Rust	Meteorite (A)
3	70%	35%	~220	Aero Mote	Hi-Potion	Knot of Rust	Meteorite (A)
4	70%	40%	~220	Aqua Mote	Osafune	Knot of Rust	Meteorite (B)
5	70%	30%	~220	Dark Mote	Chronos Tear	Knot of Rust	Meteorite (A)
6	70%	30%	~220	Aero Mote	Ether	Knot of Rust	Meteorite (A)
7	75%	40%	~240	Dark Mote	Topkapi Hat	Knot of Rust	Meteorite (B)
8	75%	40%	~240	Aero Mote	Onion Bombs	Knot of Rust	Meteorite (A)
9	75%	40%	~240	Dark Mote	Echo Herbs	Knot of Rust	Meteorite (A)
10	70%	30%	~270	Balance Mote	Potion	Knot of Rust	Meteorite (A)
11	70%	40%	~270	Aero Mote	Leather Headgear	Knot of Rust	Meteorite (B)
12	100%	0%	—	Numerology	Numerology	Numerology	Numerology
13	80%	30%	~270	Potion	Potion	Knot of Rust	Meteorite (A)
14	80%	30%	~270	Potion	Aero Mote	Knot of Rust	Meteorite (A)
15	80%	30%	~270	Potion	Potion	Knot of Rust	Meteorite (B)
16	70%	30%	~260	Aero Mote	Steel Gorget	Knot of Rust	Meteorite (A)
17	70%	30%	~260	Potion	Serpent Rod	Knot of Rust	Meteorite (A)
18	75%	30%	~260	Dispel Mote	Ether	Knot of Rust	Meteorite (C)
19	70%	30%	~260	Cura Mote	Handkerchief	Knot of Rust	Meteorite (B)
20	80%	30%	~260	Gravity Mote	Assassin's Dagger	Knot of Rust	Meteorite (B)
21	80%	30%	~260	Hi-Potion	Gold Needle	Knot of Rust	Meteorite (A)
22	70%	30%	~260	Chronos Tear	Battle Bamboo	Knot of Rust	Meteorite (A)
23	70%	30%	~260	Aero Mote	Phoenix Down	Knot of Rust	Meteorite (A)
24	100%	0%	—	Multiscale	Multiscale	Multiscale	Multiscale
25	90%	50%	~450	Dark Mote	Warp Mote	Knot of Rust	Meteorite (A)
26	90%	50%	~450	Cura Mote	Float Mote	Knot of Rust	Meteorite (A)
27	90%	50%	~450	Aqua Mote	Hastega Mote	Knot of Rust	Meteorite (A)
28	90%	50%	~450	Dispel Mote	Balance Mote	Knot of Rust	Meteorite (B)
29	100%	0%	—	Koga Blade	Koga Blade	Koga Blade	Koga Blade
30	100%	0%	—	Tumulus	Tumulus	Tumulus	Tumulus
31	90%	50%	~450	Bio Mote	Reflectga Mote	Knot of Rust	Meteorite (B)
32	100%	0%	—	Indigo Pendant	Indigo Pendant	Indigo Pendant	Indigo Pendant
33	90%	50%	~500	Aqua Mote	Cura Mote	Knot of Rust	Meteorite (C)
34	90%	50%	~500	Bio Mote	Dispel Mote	Knot of Rust	Meteorite (B)
35	100%	0%	—	Iga Blade	Iga Blade	Iga Blade	Iga Blade
36	90%	50%	~500	Dark Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
37	100%	0%	—	Expose	Expose	Expose	Expose
38	90%	50%	~500	Aero Mote	Gravity Mote	Knot of Rust	Meteorite (B)
39	90%	50%	~600	Bubble Mote	Cura Mote	Knot of Rust	Meteorite (B)
40	100%	0%	—	Orochi	Orochi	Orochi	Orochi
41	90%	50%	~600	Bio Mote	Oil Bombs	Knot of Rust	Meteorite (A)
42	100%	0%	—	Zwill Crossblade	Zwill Crossblade	Zwill Crossblade	Zwill Crossblade
43	100%	0%	—	Golden Skullcap	Golden Skullcap	Golden Skullcap	Golden Skullcap
44	100%	0%	—	Renewing Morion	Renewing Morion	Renewing Morion	Renewing Morion
45	90%	50%	~600	Cura Mote	Holy Mote	Knot of Rust	Meteorite (B)
46	100%	0%	—	Dragon Whisker	Dragon Whisker	Dragon Whisker	Dragon Whisker
47	90%	50%	~600	Bio Mote	Vanishga Mote	Knot of Rust	Meteorite (A)
48	90%	50%	~600	Bio Mote	Cura Mote	Knot of Rust	Meteorite (B)
49	90%	50%	~600	Dark Mote	Dispel Mote	Knot of Rust	Meteorite (A)
50	90%	50%	~600	Bio Mote	Aeroga Mote	Knot of Rust	Meteorite (C)
51	100%	0%	—	Bone of Byblos	Bone of Byblos	Bone of Byblos	Bone of Byblos
52	100%	0%	—	Quasimodo Boots	Quasimodo Boots	Quasimodo Boots	Quasimodo Boots
53	90%	50%	~600	Hastega Mote	Reverse Mote	Knot of Rust	Meteorite (B)
54	90%	50%	~600	Dark Mote	Reflectga Mote	Knot of Rust	Meteorite (A)
55	100%	0%	—	Glimmering Robes	Glimmering Robes	Glimmering Robes	Glimmering Robes
56	90%	50%	~600	Bubble Mote	Float Mote	Knot of Rust	Meteorite (A)
57	90%	50%	~600	Warp Mote	Lead Bolts	Knot of Rust	Meteorite (A)
58	100%	0%	—	Arcturus	Arcturus	Arcturus	Arcturus
59	100%	0%	—	Magepower Shishak	Magepower Shishak	Magepower Shishak	Magepower Shishak
60	90%	50%	~600	Aqua Mote	Holy Mote	Knot of Rust	Meteorite (B)
61	90%	50%	~600	Aero Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
62	90%	50%	~600	Dark Mote	Wyrmfire Shot	Knot of Rust	Meteorite (A)
63	25%	0%	—	Germinas Boots	Germinas Boots	Germinas Boots	Germinas Boots
64	100%	0%	—	Maximillian	Maximillian	Maximillian	Maximillian
65	100%	100%	—	Whale Whisker	Whale Whisker	Whale Whisker	Whale Whisker
66	100%	0%	—	Scathe	Scathe	Scathe	Scathe
67	100%	0%	—	Masamune	Masamune	Masamune	Masamune

Get to Site 2

Descend into the Shaft Entry to trigger an event in which your party ducks away to avoid an Imperial inspection party led by the Archadian Judge Ghis and the Marquis Ondore.

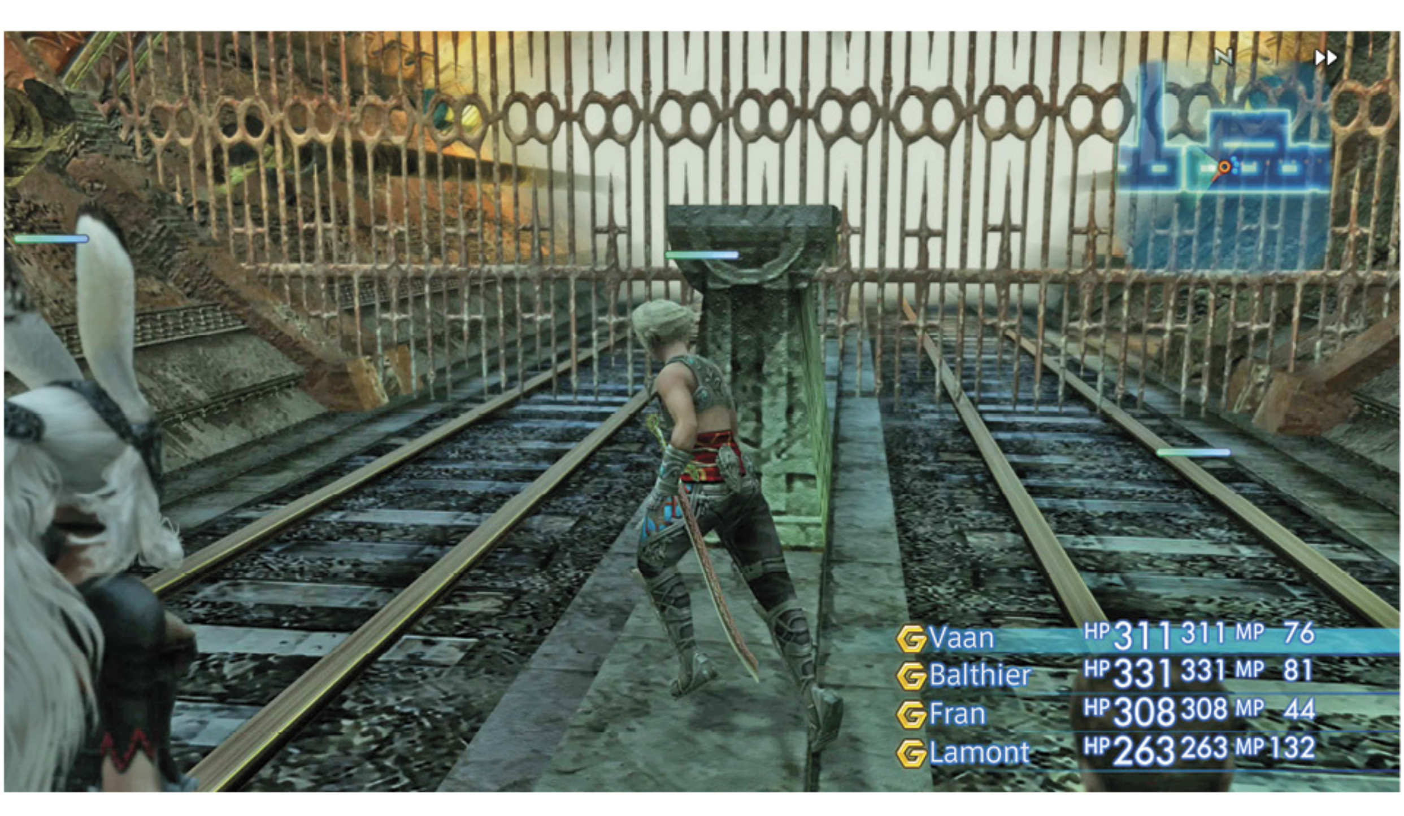
Imperial inspectors grill Marquis Ondore about the mine's magicite shipments.

After they pass, Lamont emerges and recalls how the Marquis served as the mediator at the negotiations of Dalmasca's surrender. The question now: Are Ondore and Bhujerba still neutral? Or are the rumors true that he's secretly helping the anti-Imperial resistance?

Mark Your Way

While moving deeper into the mines, pay close attention to the route you choose. You will soon have to backtrack to the entrance...at full speed!

Continue into the mines. The path is linear, so just keep moving from sector to sector, battling bats and undead defenders while scoring treasures. Watch out for traps, though! Make sure you move down the westernmost corridor of the Shaft Entry, or else a gate will block the path to the west.



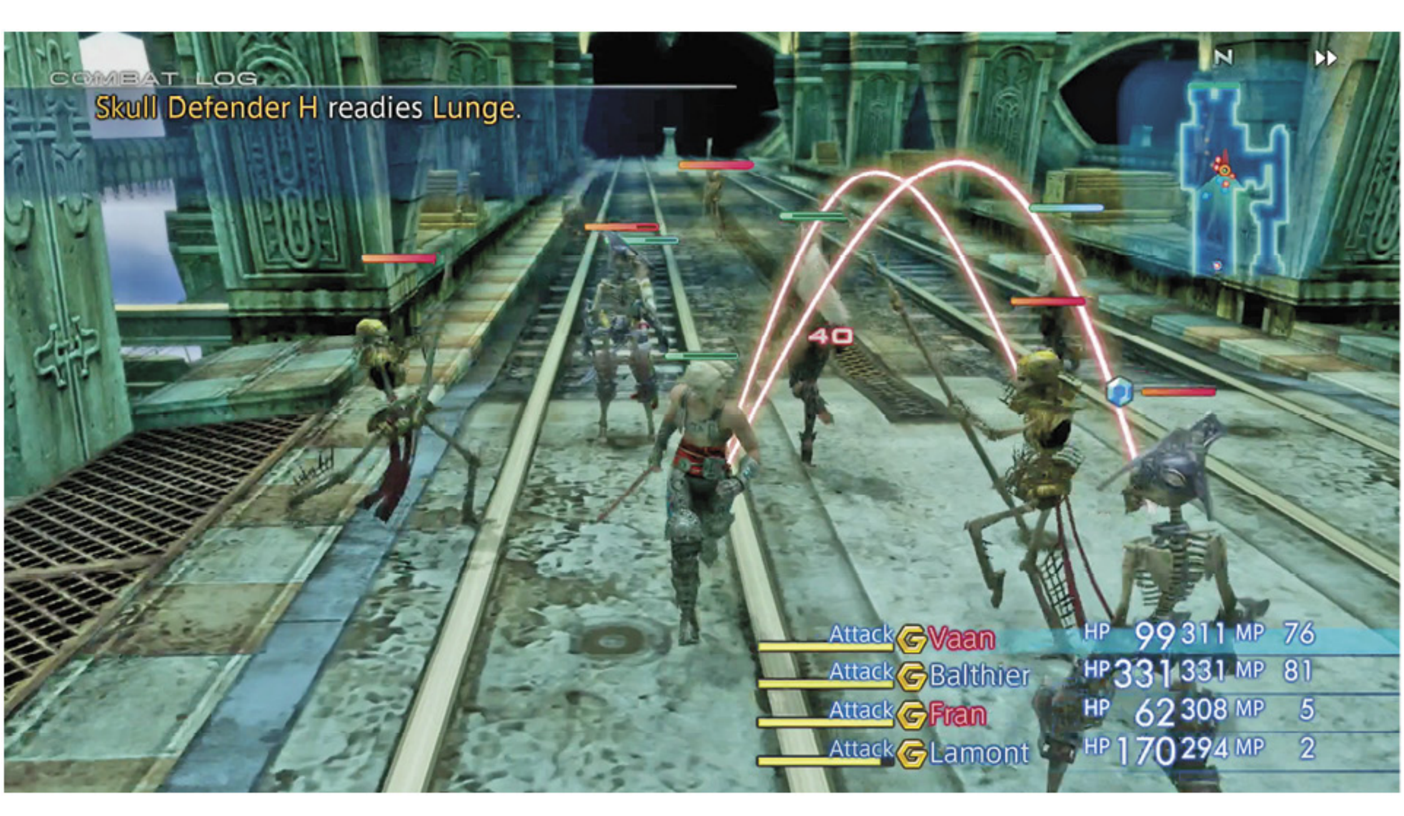
If you locate this gate in the Shaft Entry, head back north and then west to come out on the other side.

Bangle for Traps

Numerous explosive traps line the Lhusu mine shafts. If someone in your party is using the technick Libra, or wearing a Bangle, you can spot them easily. If you don't have Libra active, the traps will not be visible! You can also create a Libra gambit that automatically keeps the Libra technick active on any party member. This frees up an equipment slot for another accessory.

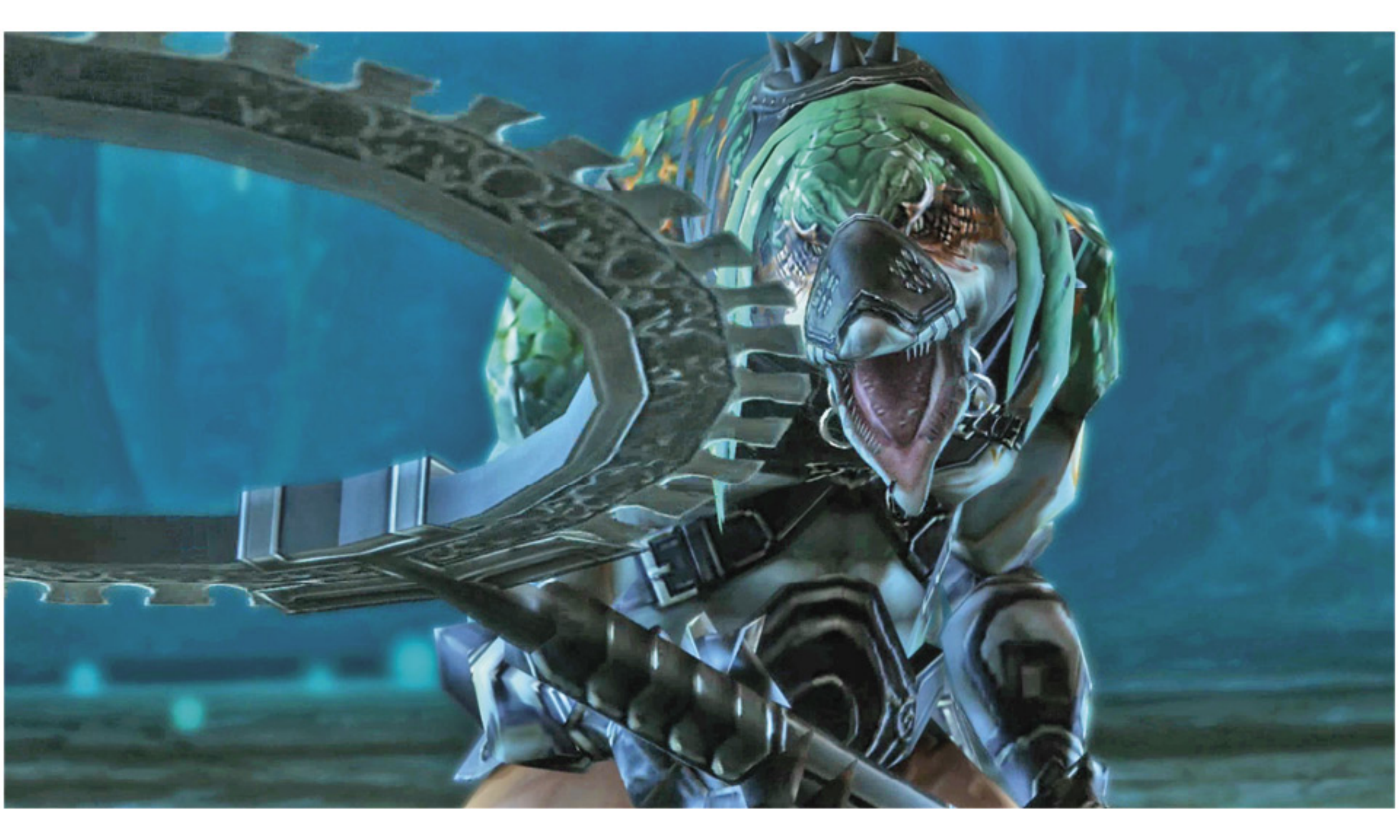
When you reach Transitway 1, the path splits. An impassable gate (for now) blocks the left path, so take the right fork. Continue north into the next sector, the Shunia Twinspan.

Fight your way through Skeletons and Skull Defenders across the span. There are a lot of these skeleton-type enemies here, so this is a great place to build up a good, long Battle Chain and earn some decent loot items. After clearing out all of the skeletons, move north to Site 2.

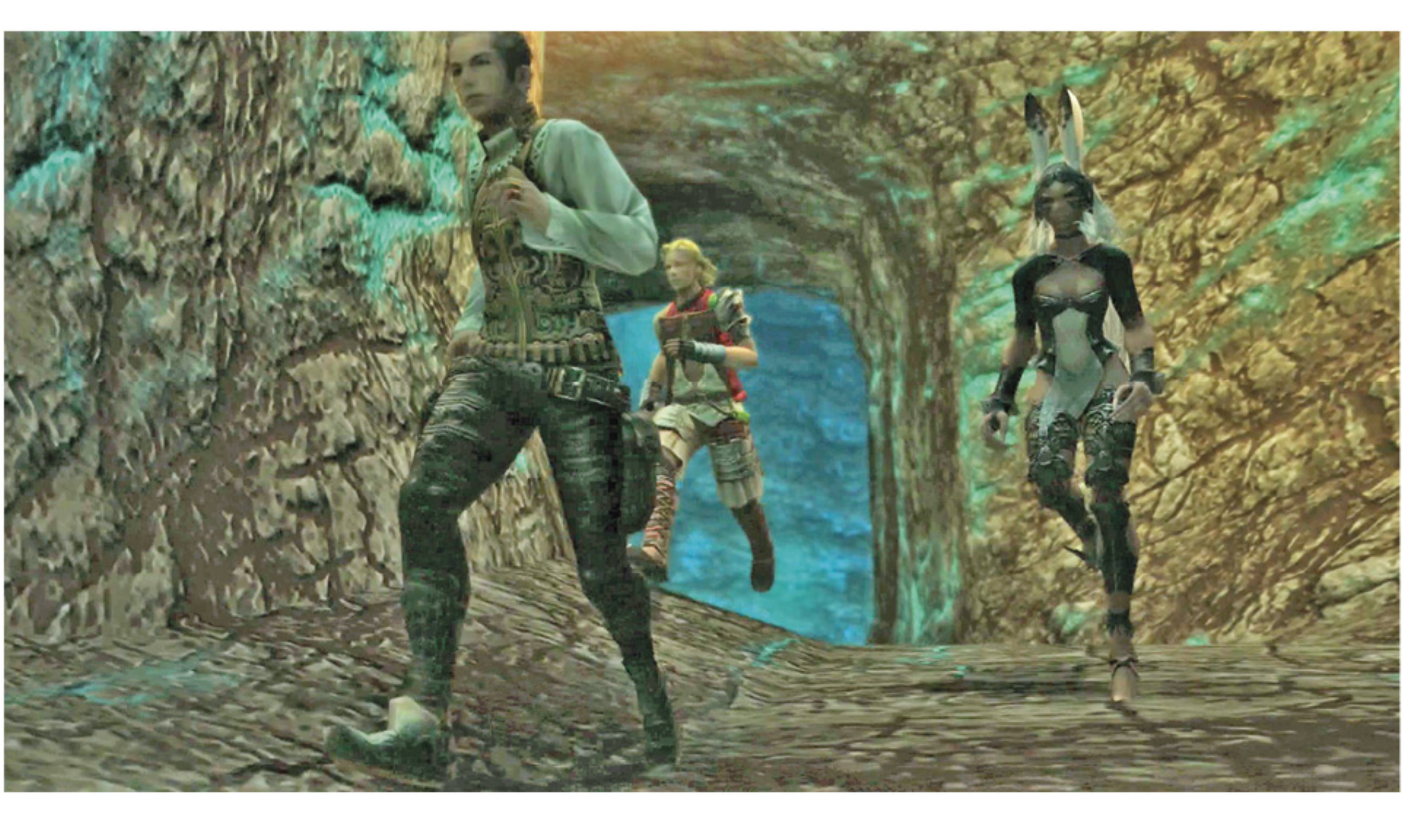

COMBAT LOG
Skull Defender H readies Lunge.
40
Attack Vaan HP 99 311 MP 76
Attack Balthier HP 331 331 MP 81
Attack Fran HP 62 308 MP 5
Attack Lamont HP 170 294 MP 2

The Shunia Twinspan is loaded with skeleton enemies. Have the party fight back and forth over the bridge to build up a Battle Chain.

Unlike regular magicite, nethicite absorbs magickal energy, making it a very powerful substance. According to Lamont, the Draklor Laboratory has been behind research into the manufacture of nethicite. Balthier starts grilling the boy about his sources and identity, but is interrupted by the appearance of Ba'Gamnan and his bangaa crew. Ba'Gamnan claims he let Penelo loose and she ran off. Lamont leads a rush past the bangaas and the chase is on!



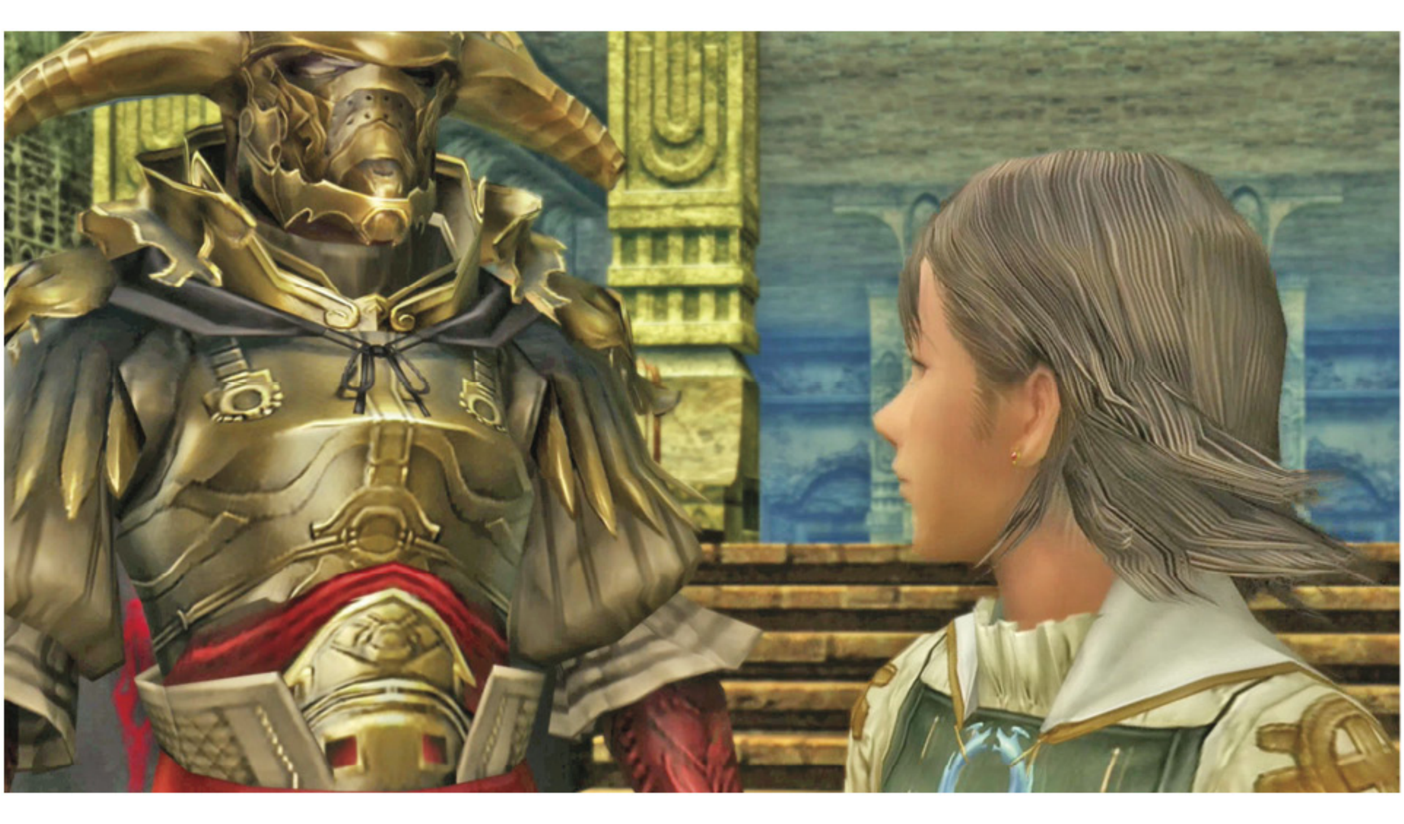
Your party isn't strong enough to take on Ba'Gamnan's crew. Although the fight isn't entirely hopeless, it is very difficult and there's no reward for winning. Therefore, just press and hold the R2 button and retrace your route all the way back to the Shaft Entry. When you cross the boundary into that sector, the pursuers give up and you can relax. Move all the way through the Shaft Entry to the exit into Bhujerba.

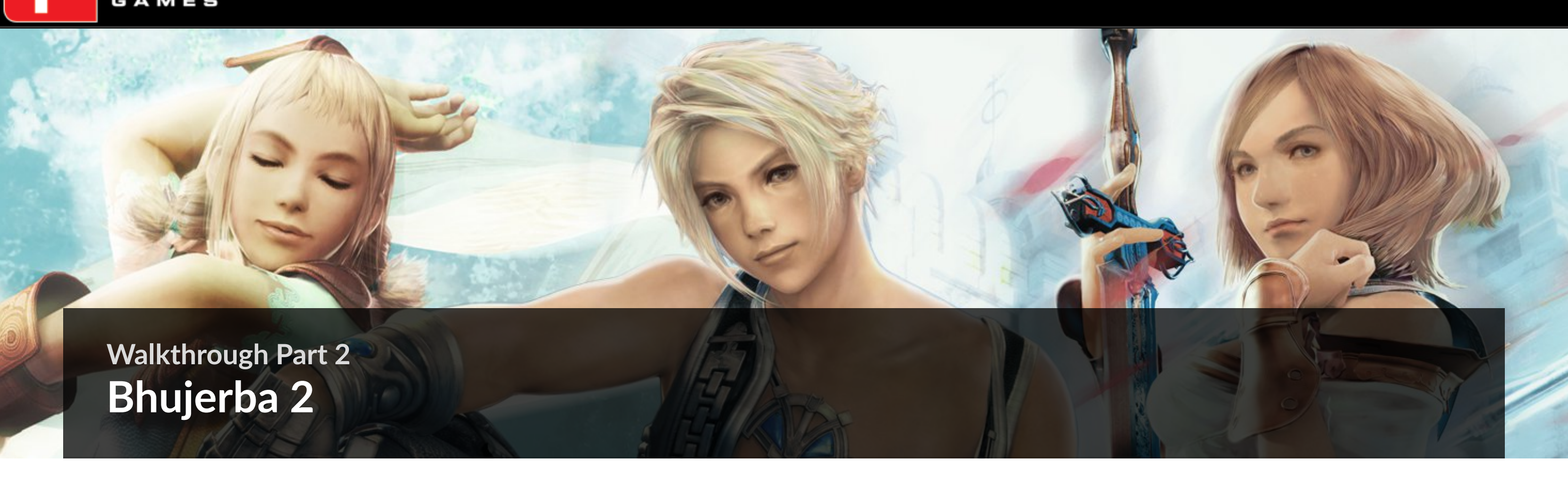


Don't try to take on the bangaa boys. Just run!

Back in Bhujerba

The escape from the mines triggers a very interesting event. The boy, Lamont, turns out to be somewhat more than he seemed. After "Lamont" exits with Penelo for the Marquis's estate, Basch says that the entire party now has reason to meet Ondore. But how to arrange such a meeting?





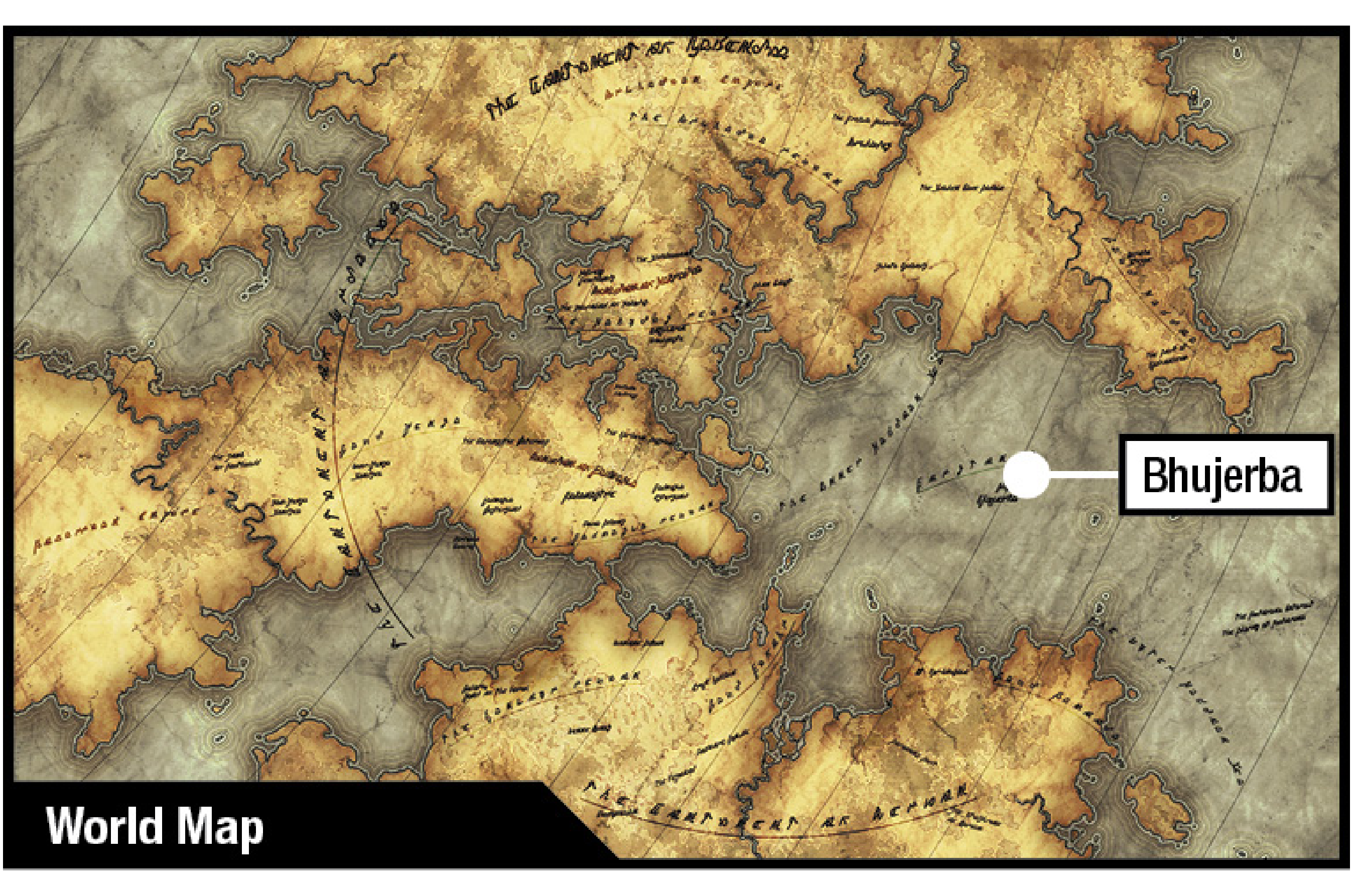
Walkthrough Part 2

Bhujerba 2

OBJECTIVE

Attract Ondore's Attention

Run around town testifying about Captain Basch so the Resistance takes notice, then meet with the Marquis.



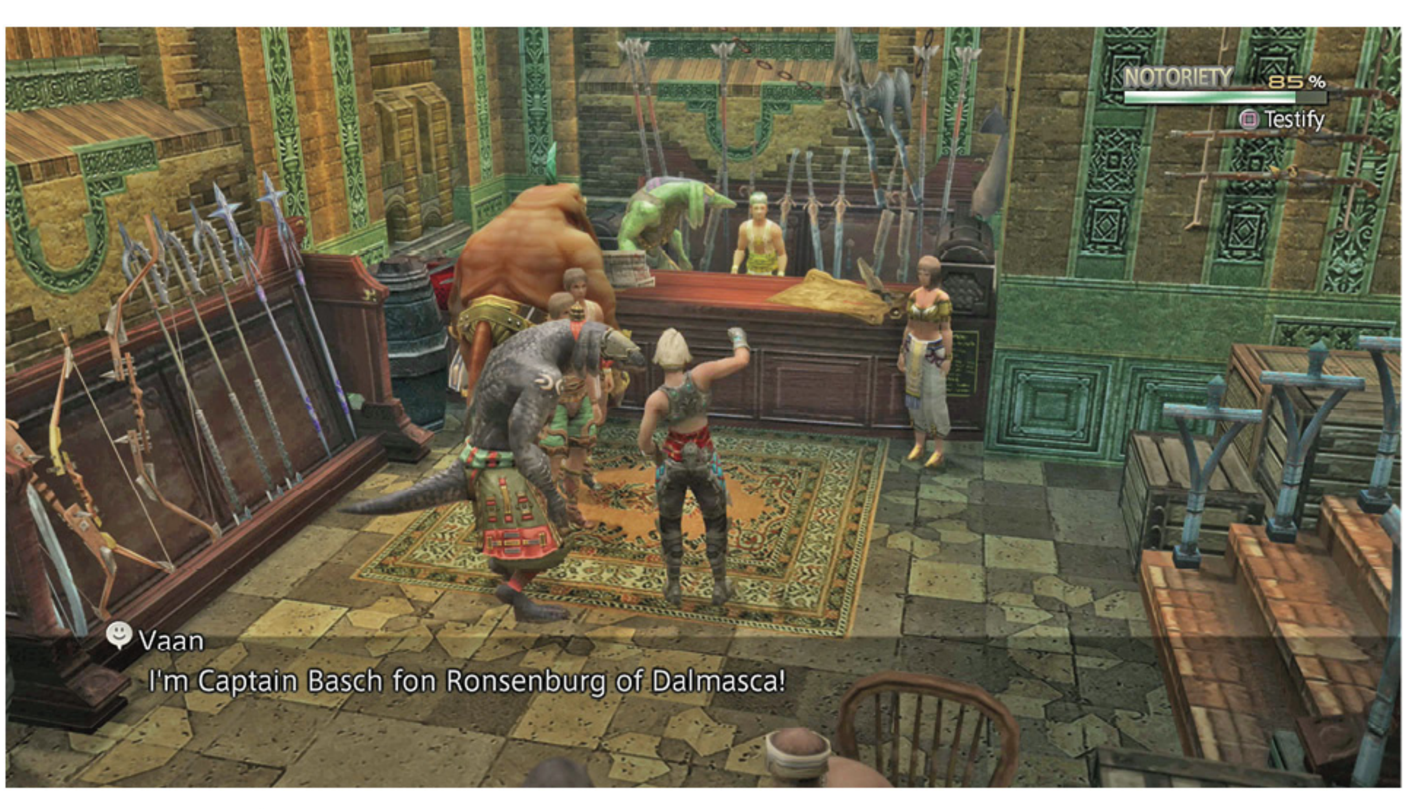
Action Checklist

1. Garner enough "notoriety" to get the Resistance's attention.

2. Go to a meeting at Ondore's estate.

Gain 100 Percent Notoriety!

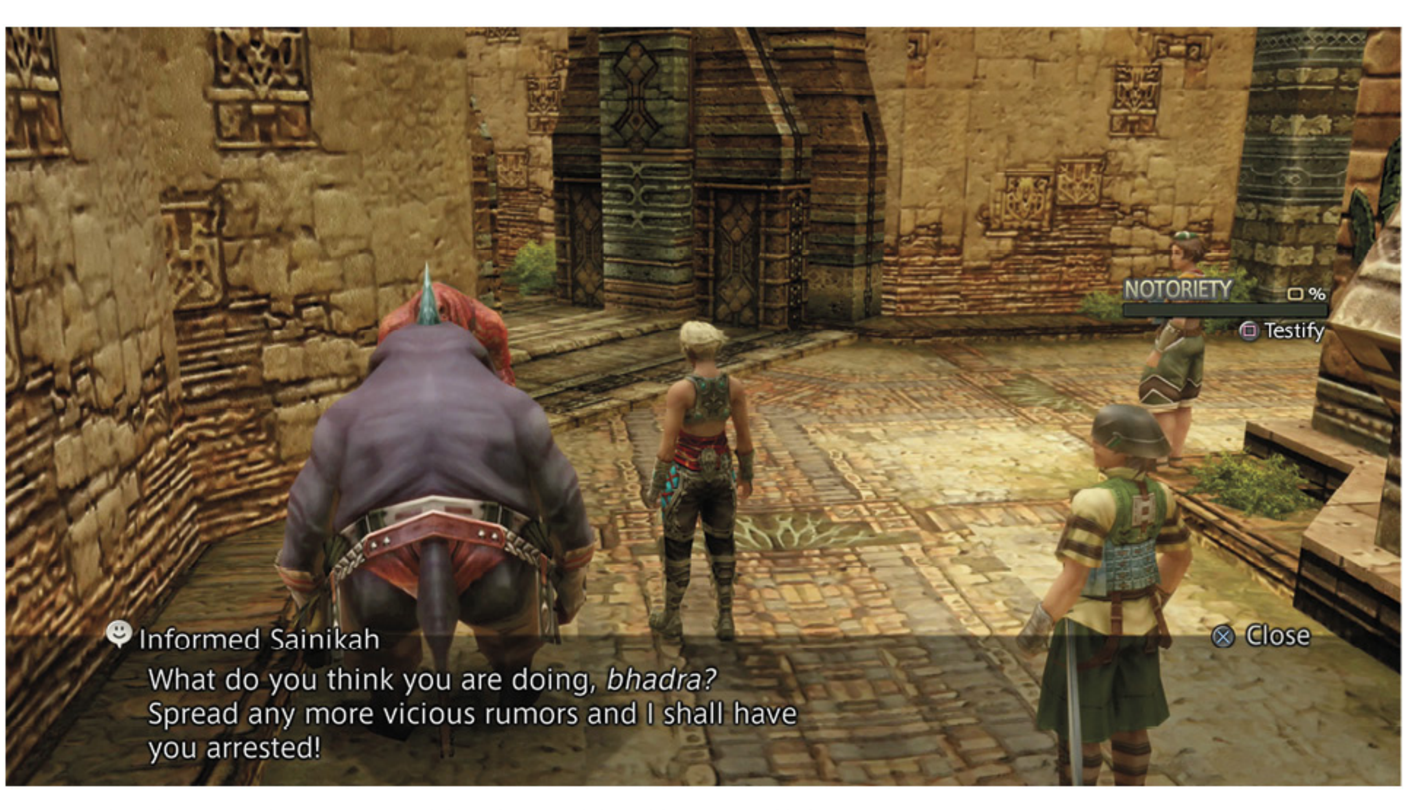
Climb the stairs from the mines to trigger another event with an answer to the previous question. Balthier suggests that one way to reach Ondore is to "raise a clamor" that Basch is still alive. This will hopefully attract the attention of the Resistance groups that the Marquis is said to fund. Vaan takes up the task. Press the ▣ button when prompted to hear Vaan practice his idle boasting.



Vaan
I'm Captain Basch fon Ronsenburg of Dalmasca!

Press the Square button to "testify" that Captain Basch lives!

A "Notoriety" gauge now appears onscreen. The goal is to run around Bhujerba and press the ▣ button to make loud proclamations to citizens that Captain Basch is still alive. Move quickly because the gauge is constantly dropping; you must fill it up faster than it drops. Testify only to citizens with the Talk Icon above their heads. If you can find groups of such citizens, you can get more than one at a time.

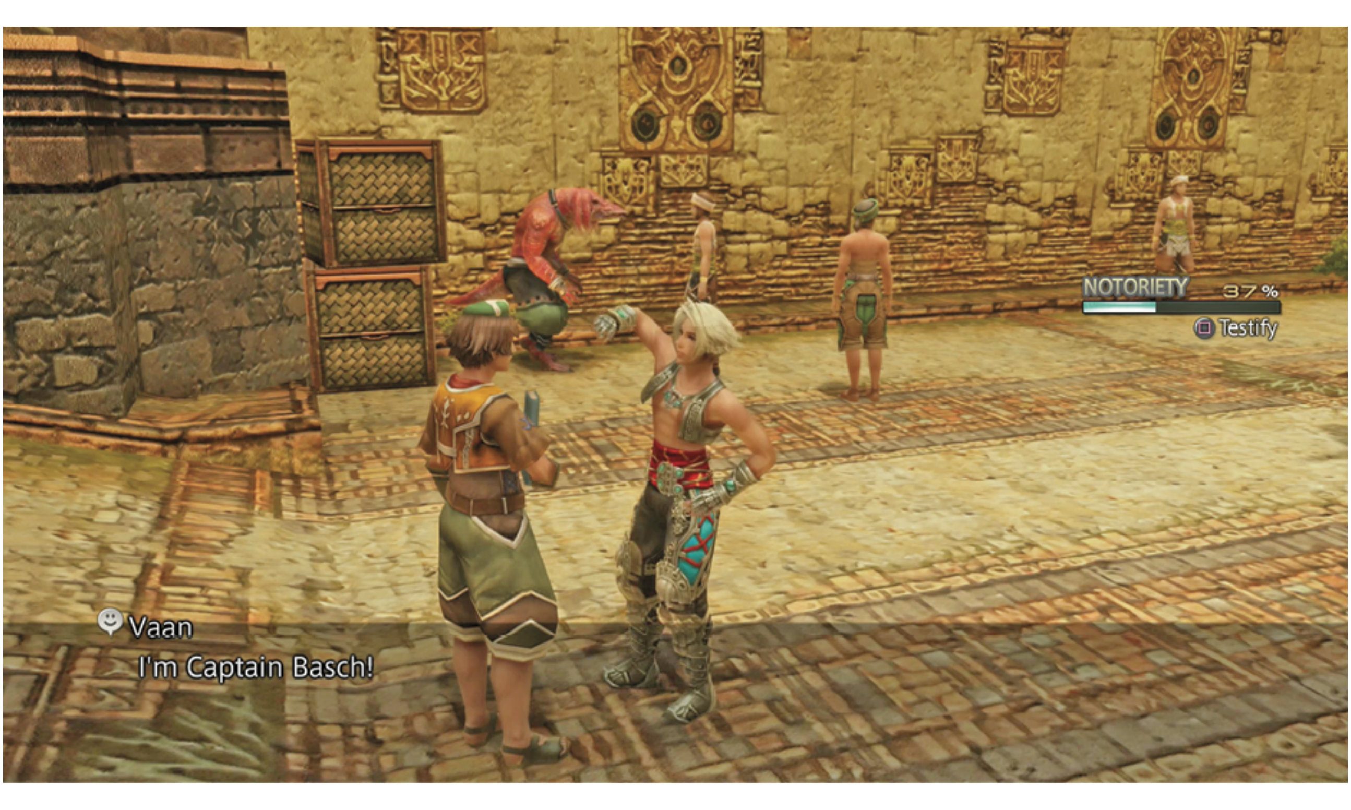


Informed Sainikah
What do you think you are doing, *bhadra?*
Spread any more vicious rumors and I shall have you arrested!

Testify to Bhujerba citizens that Captain Basch lives, but avoid the soldiers in metal helmets.

Shun Soldiers, Seek guides

Important: Do not testify near any of the Bhujerban Sainikah, the helmeted soldiers with swords who patrol the streets. If you do, you will get reprimanded and lose 30 percent off the "Notoriety" gauge. On the other hand, parijanah guides with blue books offer extra notoriety.



Vaan
I'm Captain Basch!

After filling the Notoriety gauge to 100 percent, another event starts. In this one, Vaan is confronted by Resistance members, then taken to their hideout in the Cloudborne tavern and questioned. Balthier and Fran appear, followed by Basch. Pretty secret hideout, eh? The Resistance now sees that the Captain does live.

From here, the action cuts to a drawing room in the estate of the Marquis Ondore, where Penelo and Lord Larsa discuss Vaan's rescue and the situation in Rabanastre.

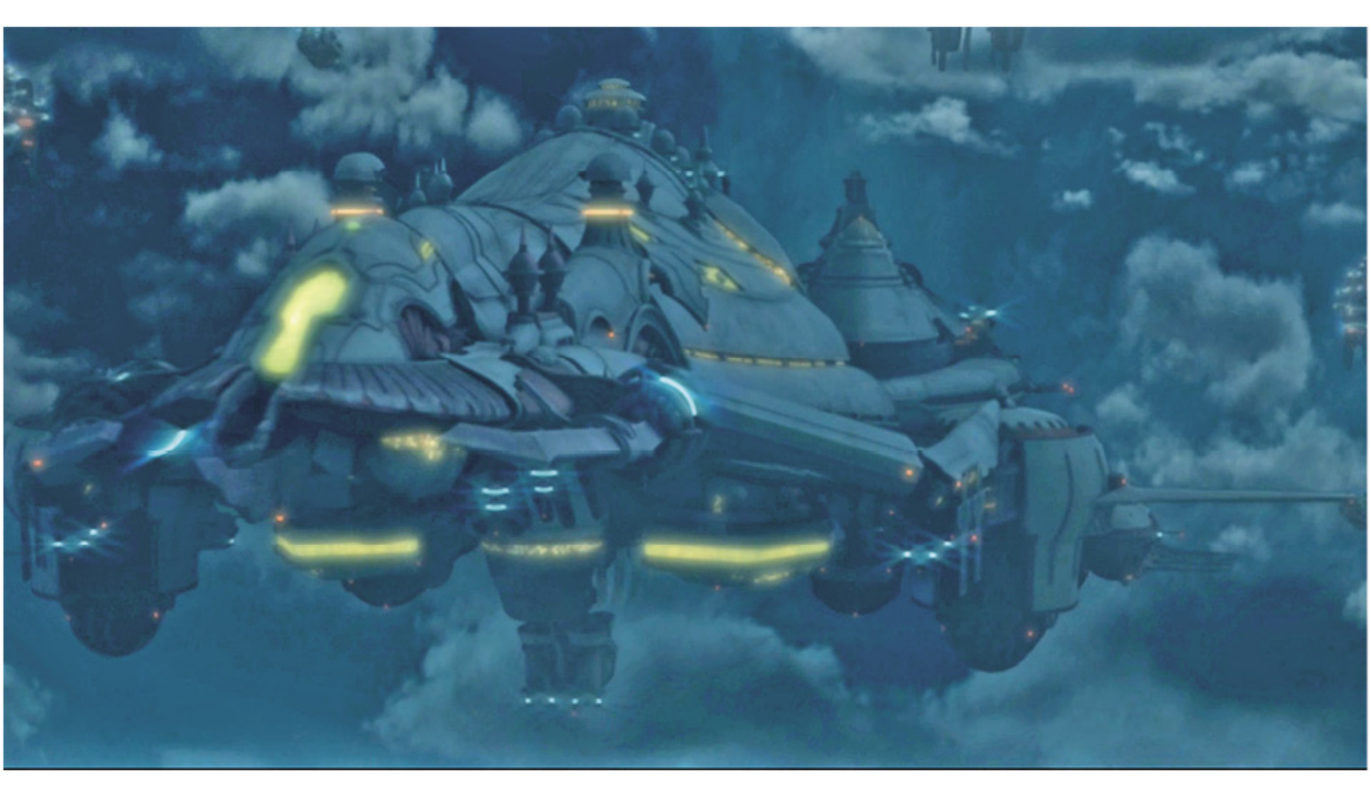
the descent

Bhujerba is a starting and ending point for several side quests. Check out the Cloudborne Tavern's job board for Hunts in the Lhusu Mines once it has been cleared. The Antlion Infestation hunt in particular provides the Site 3 Key, which opens up most of the mine for exploration. Then you can begin opening the large gates by using control panels near each one, and also use mine cars to travel back and forth to the entrance instead of hiking the entire way. Once you've started up the Antlion hunt and acquired the Site 3 Key, progress deeper into the mine will quickly run afoul of level 40+ foes. This is especially true as you approach Site 11, where the Antlion waits, and beyond. This is almost certainly beyond your reach right now, but be sure to return when you've leveled up and strengthened the party. Some of the game's best technicks, magick spells, and gear are hidden in the depths here, like Expose, Scathe, and the Masamune.

Meet with the Marquis

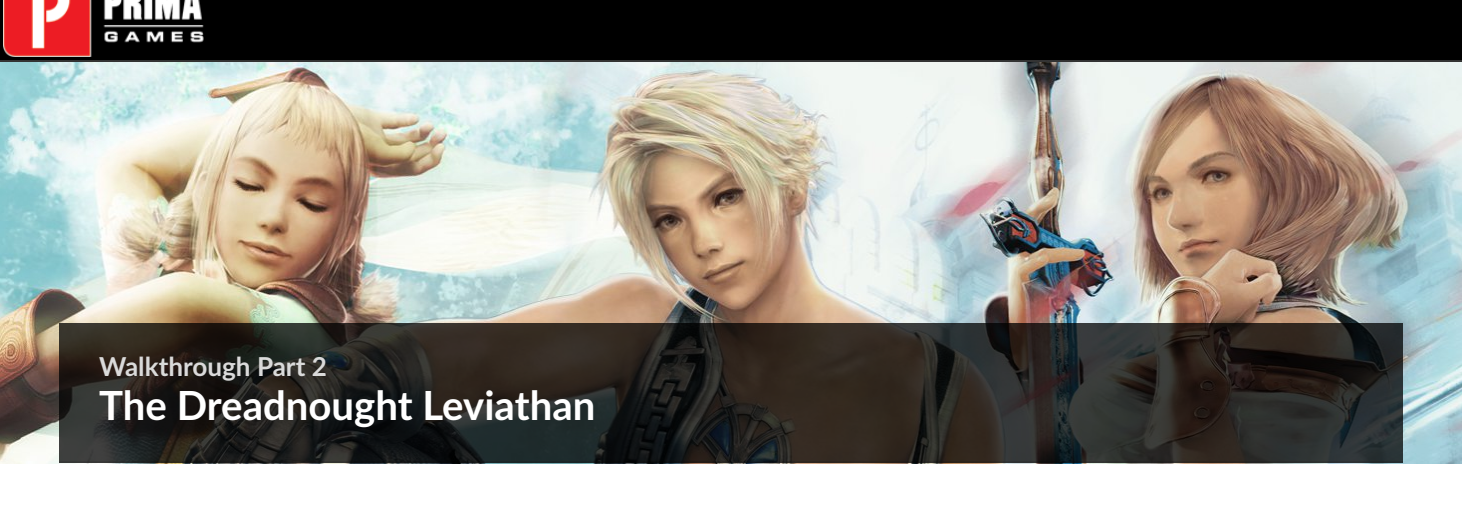
When the scene ends and control returns to you, exit the Cloudborne tavern and follow the red "X" on the area map to Ondore's estate. Upon reaching the entrance, talk to the Sainikah with the Talk Icon above his head and he will allow you to enter.

Inside, Ondore reports that Lord Larsa's contingent has rejoined the Imperial detachment, meaning that Penelo is gone too. They will depart tonight when the fleet arrives…which it soon does, led by its massive flagship, the Dreadnought Leviathan.



Ondore and Basch seem to come to some unspoken agreement. Ondore then calls in the guard to arrest everyone and take them to Judge Ghis. What's going on?

Now the scene switches to the Royal Palace at Rabanastre, where Lord Vayne consults with one of his Judges, Gabranth, and an associate named Dr. Cid about the Resistance and the situation back in the Archadian Senate. After the event, another event shows Vaan's party being transferred in chains over to the mighty Leviathan.



Walkthrough Part 2

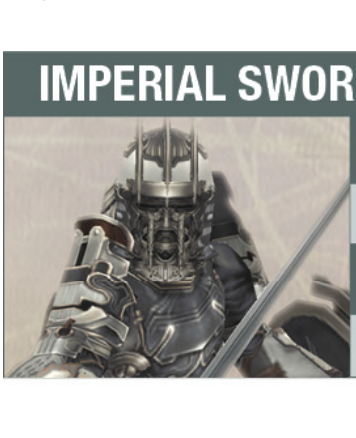
The Dreadnought Leviathan

OBJECTIVE

Escape the Leviathan with the Princess

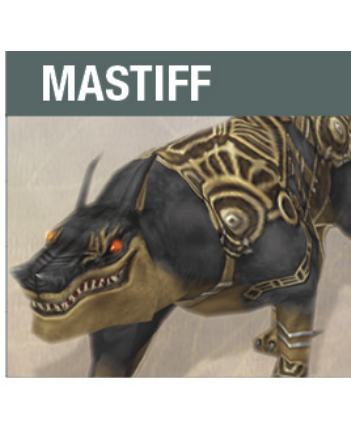
Judge Ghis holds a very important prisoner aboard the flagship of the 8th Imperial fleet. Free her and escape.

IMPERIAL SWORDSMAN



LEVEL	HP
9-10	562-570
EXP	**LP**
137-157	1

MASTIFF

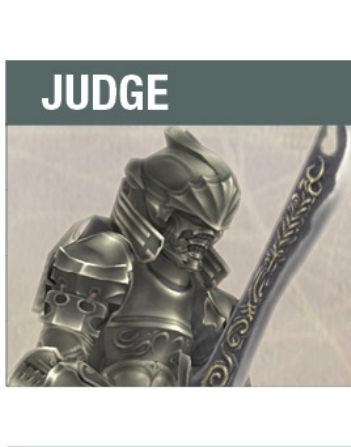


LEVEL	HP
11-12	535-555
EXP	**LP**
160-162	1

IMPERIAL GUNNER

LEVEL	HP
9	647
EXP	**LP**
164	1

JUDGE



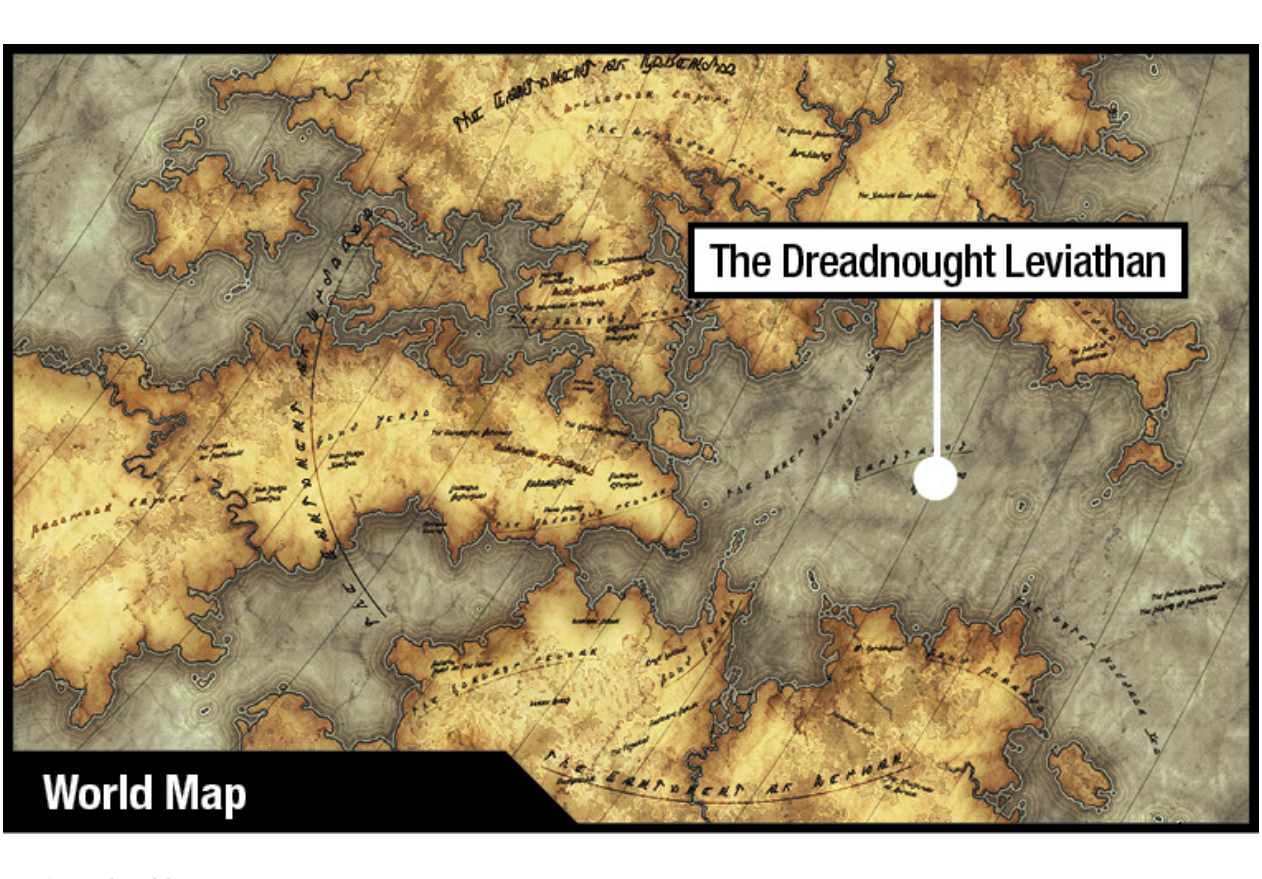
LEVEL	HP
11	2245-2445
EXP	**LP**
0	7

IMPERIAL MAGUS

LEVEL	HP
10-12	615
EXP	**LP**
285	1

IMPERIAL HOPLITE

LEVEL	HP
10-12	674-682
EXP	**LP**
151-191	1



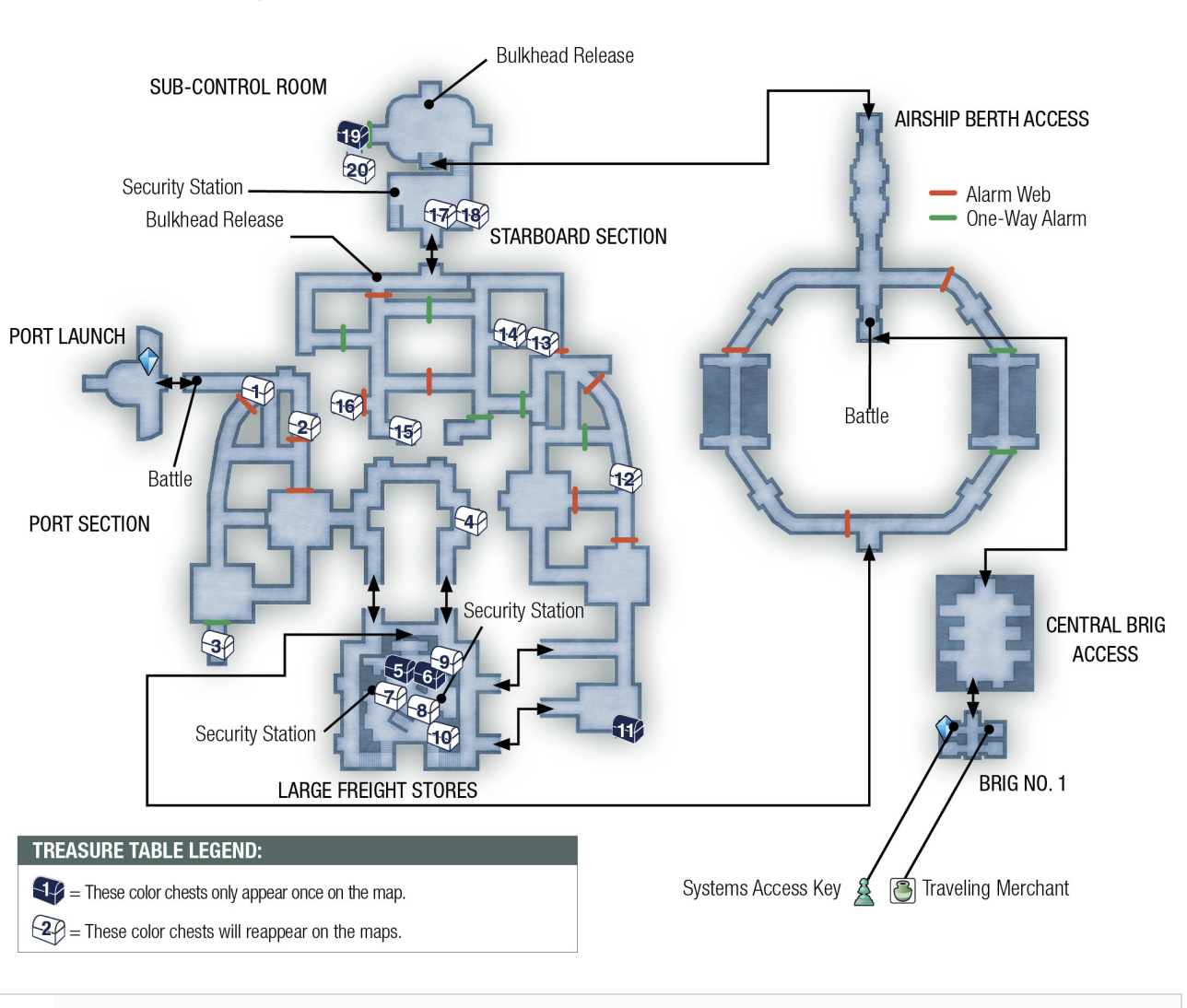
Action Checklist

1. Proceed to the brig area in the central block of the ship.

2. Defeat a contingent of Imperials led by lesser Judges.

3. Rescue a prisoner from the brig.

4. Defeat the powerful Judge Ghis.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	20%	~320	Potion	Phoenix Down	Knot of Rust	Meteorite (B)
2	80%	20%	~320	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
3	80%	20%	~320	Potion	Partisan	Knot of Rust	Meteorite (A)
4	80%	20%	~320	Potion	Crossbow	Knot of Rust	Meteorite (A)
5	100%	0%	—	Reflectga Mote	Reflectga Mote	Reflectga Mote	Reflectga Mote
6	100%	0%	—	Reflectga Mote	Reflectga Mote	Reflectga Mote	Reflectga Mote
7	80%	30%	~350	Potion	Gold Needle	Knot of Rust	Meteorite (A)
8	75%	30%	~350	Echo Herbs	Prince's Kiss	Knot of Rust	Meteorite (B)
9	80%	25%	~350	Eye Drops	Ringmail	Knot of Rust	Meteorite (A)
10	80%	25%	~350	Handkerchief	Shepherd's Bolero	Knot of Rust	Meteorite (A)
11	100%	0%	—	Sleep	Sleep	Sleep	Sleep
12	75%	40%	~350	Ether	Iron Armor	Knot of Rust	Meteorite (B)
13	75%	40%	~350	Ether	Iron Helm	Knot of Rust	Meteorite (A)
14	75%	35%	~350	Rime Fang	Hi-Potion	Knot of Rust	Meteorite (C)
15	75%	40%	~400	Potion	Reflectga Mote	Knot of Rust	Meteorite (A)
16	75%	35%	~350	Hi-Potion	Iron Sword	Knot of Rust	Meteorite (A)
17	80%	40%	~400	Potion	Vega	Knot of Rust	Meteorite (B)
18	80%	25%	~400	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
19	100%	0%	—	Infuse	Infuse	Infuse	Infuse
20	75%	35%	~400	Hi-Potion	Zwill Blade	Knot of Rust	Meteorite (A)

The Story Continues...

There's one more event before you regain control of your party: a meeting before Judge Ghis with Amalia, AKA the Princess Ashelia B'Nargin Dalmasca. Yes, Amalia is Ashe, the princess said to have committed suicide. Judge Ghis demands her "ministry" in restoring peace to Dalmasca, but Ashe refuses to play puppet to Vayne. Ghis threatens the gallows if she cannot offer proof of her royal claim.

Basch mentions something called the Dusk Shard, her birthright as the Dalmascan heir. It's a magic stone that will prove she is of royal blood. But hey, guess who has it? That's right—the "Goddess's Magicite" that Vaan has been carrying, the stone that he stole from the Palace Treasury, is none other than the Dusk Shard! It starts glowing in Vaan's hands.

Ghis demands the stone and Vaan reluctantly gives it to him. The Judge then sends everyone off to be incarcerated...

The scene shifts to a view of the party being marched to the ship's brig. However, a mistake by an overeager Imperial leads to an old-fashioned prison break aided by one of the helmeted guards; it's Vossler! He unlocks everyone's cuffs, explaining that for two full years he has kept Ashe safe, and now he plans to get her out.

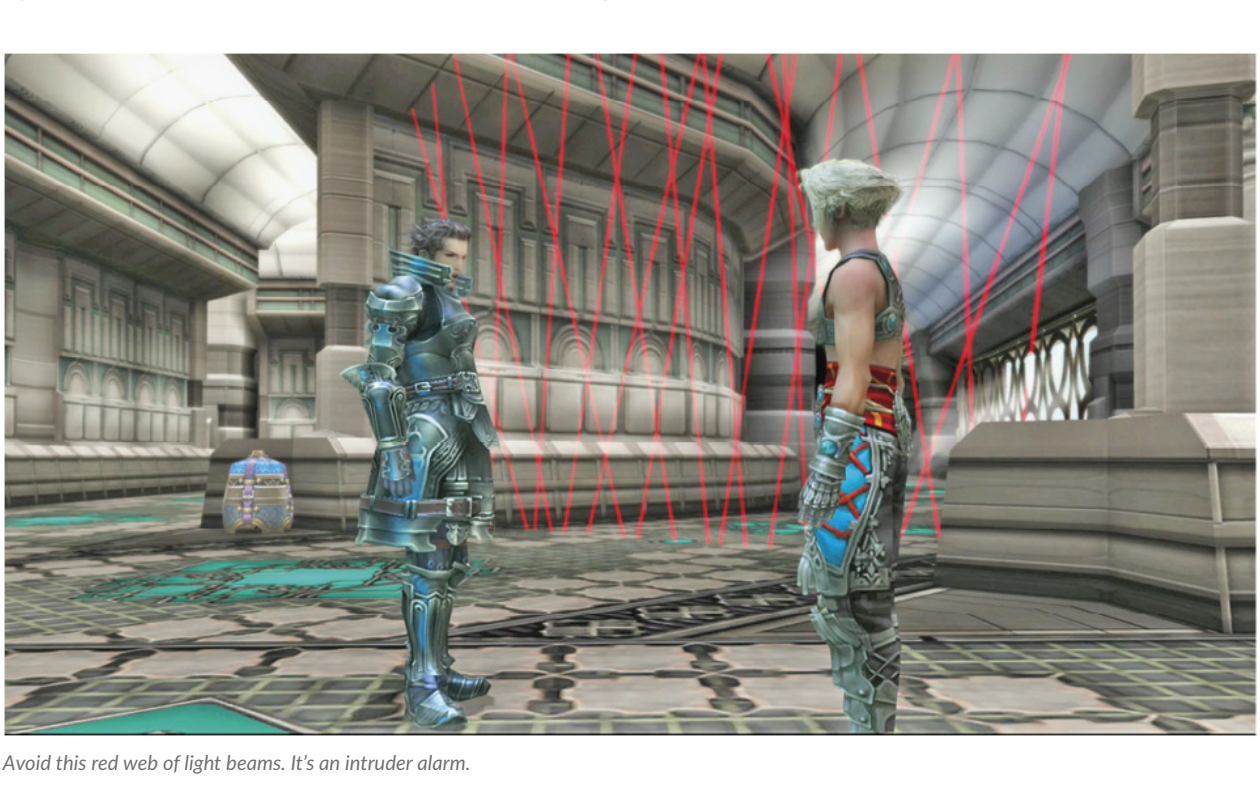
Rescue Princess Ashe

At last, control again! Vossler joins your party as a guest, plus you gain a full map of the Leviathan. Configure your party the way you want; besides Vossler, who you cannot switch out, you can use three of your four available members. Save your game at the nearby Save Crystal in the Port Launch. Then head through the doors labeled "West Block" into the corridors of the Port Section.

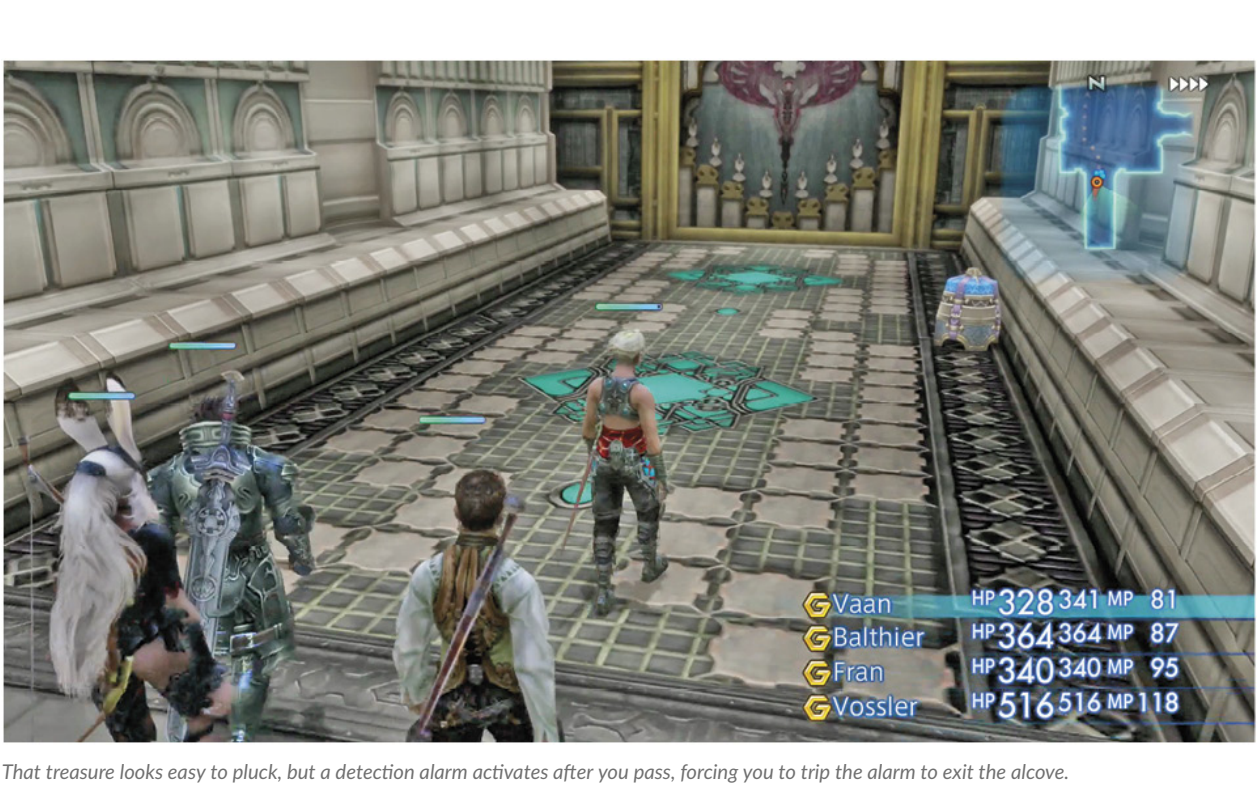
Don't Be Alarmed

The ship is full of light-beam alarm webs. Depending on the route you take, you may have to trip a trap or two to reach the brig area. Don't panic when it happens; the alarm summons a tough, but beatable, Imperial squad to investigate.

The immediate goal is to fight through the Imperial soldiers, mastiffs, and elites to the Large Freight Stores section. While heading down the first hall, Vossler warns about the intruder alarm system. Take the second right to avoid the beams. Then go right, left, and finally south down to the open room with the glazed floor.



Avoid this red web of light beams. It's an intruder alarm.



That treasure looks easy to pluck, but a detection alarm activates after you pass, forcing you to trip the alarm to exit the alcove.

There is a treasure in a dead-end hallway due south. If you go after it, a "one-way" detection web activates behind your party, trapping them in the dead-end; you'll have to trip the alarm to get out. Is the treasure worth it? It's just a handful of gil, but you do get to fight a squad of Imperials.

One-Way Alarms

Several of the motion alarms are "one-way" activated. In other words, they start out turned off, but activate when your party passes through them.

Exit to the east and follow the corridor until you reach a walkway around an open atrium. You can now take one of two paths south to the next area, the Large Freight Stores.

North or South?

Check the area map. The red "X" marks Brig No. 1. You can take one of two different routes from the Large Freight Stores to reach this area and each way has its advantages and disadvantages.

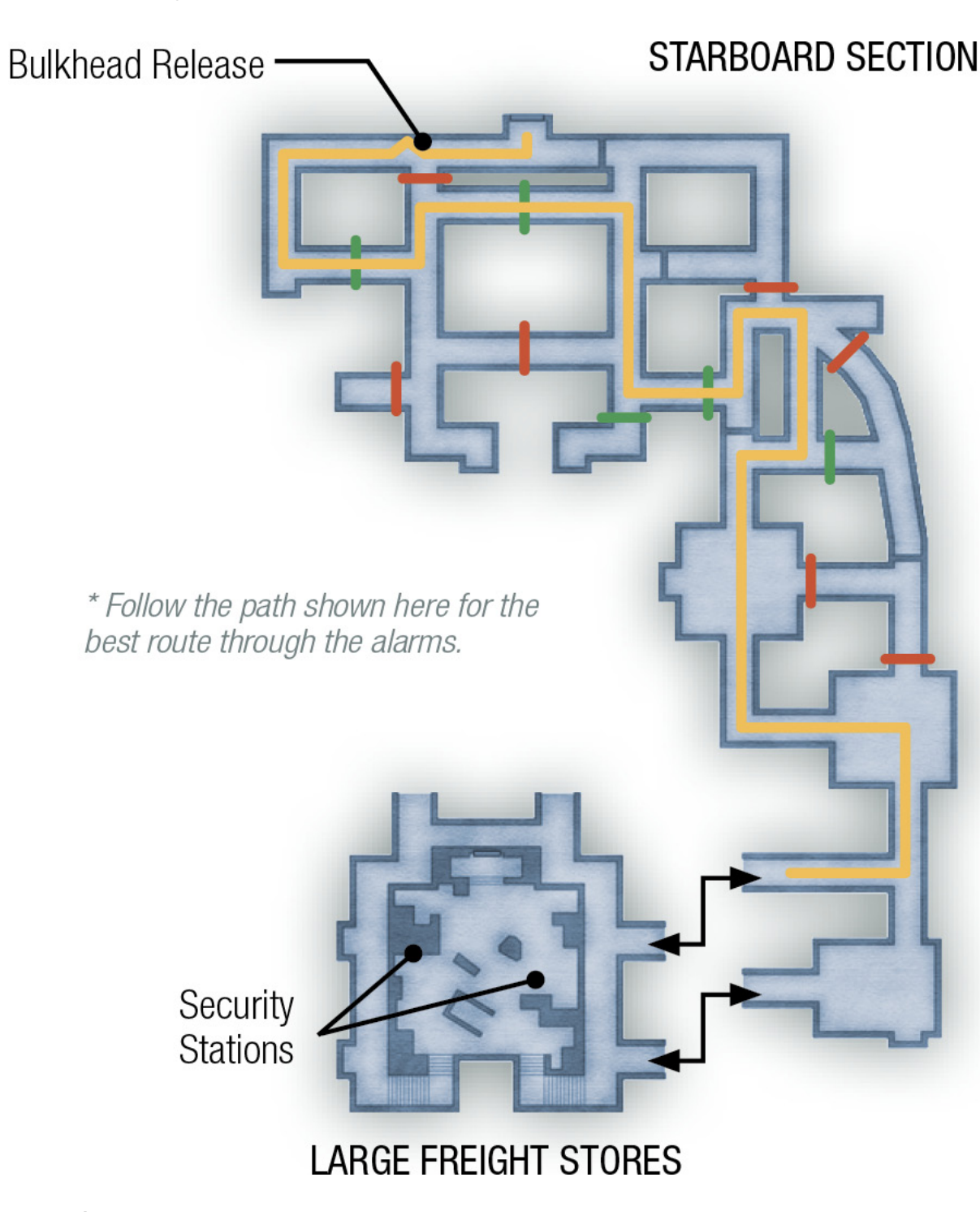
Battle Chain Territory

If your party is strong enough, you should relish combat in the Leviathan. Since most enemy units in the area are of the same Imperial classification (except for the mastiffs), you can rack up quite a Battle Chain by tripping alarms on purpose to pick fights.

The North Route

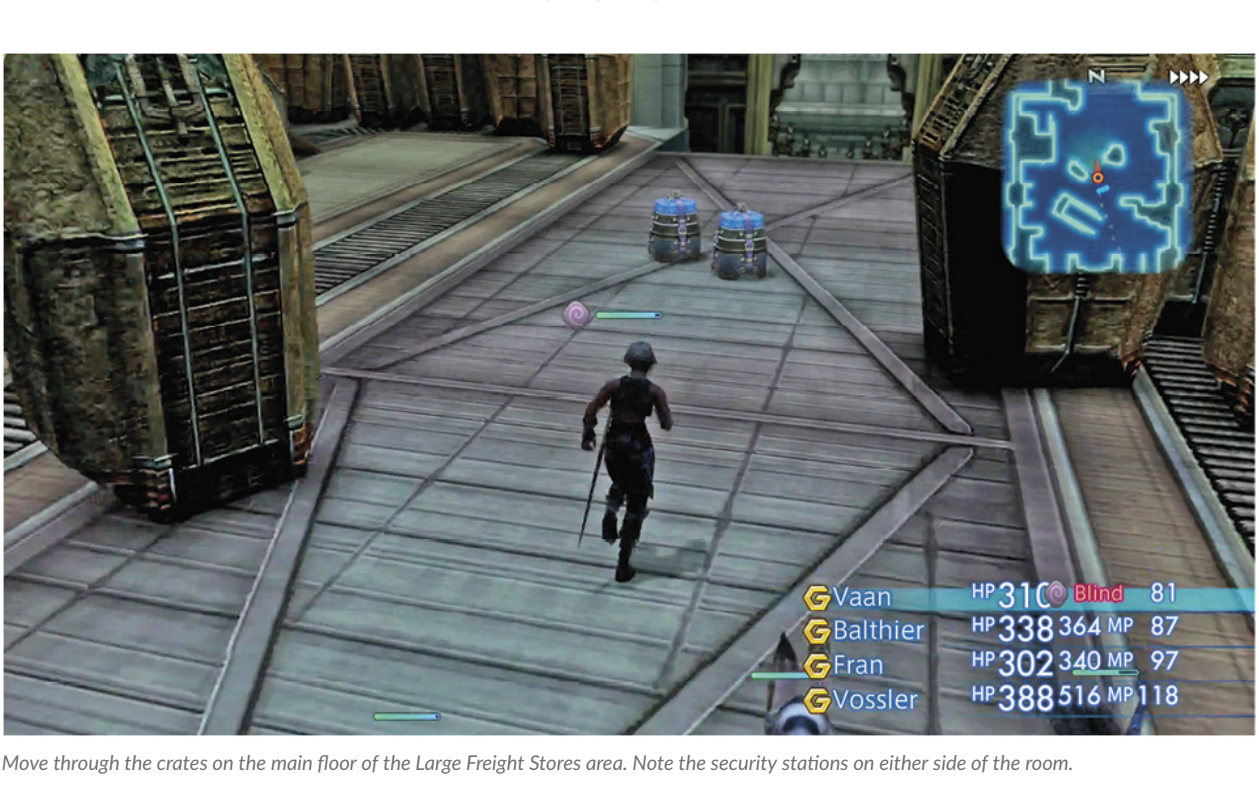
Upon entering the Large Freight Stores, go immediately to the east exit via one of two eastern doors and head north through a labyrinth of corridors filled with alarm webs in the Starboard Section and Sub-control Room. This is the much longer way to the Airship Berth Access where the brig is located, but it's actually the easier way—because if you follow the correct route, you can avoid setting off any alarms. (See the route on the map of the Starboard Section.) You pass through several one-way alarms that don't activate until after you pass through them, so if you don't backtrack, you won't set them off.

At the north edge of the Starboard Section, use the Bulkhead Release to unlock the door into the Sub-control Room (note that it won't work during an alarm), then proceed through the bulkhead door. In the Sub-control Room, KO the guards at the controls, activate the Bulkhead Release, and proceed downstairs into the Airship Berth Access area. From there, it's a straight shot south to the brig area.



To South Route

You can choose to take the shorter (but more difficult) route downstairs to reach a tough fight on the main floor of the Large Freight Stores. Note the two security stations, one on either side of the room. Raid the treasure chests and exit via the center door to the north. This door takes the party straight to the Airship Berth Access, but forces you through a few alarm webs as you wander around the narrow, circular corridor. The fighting can get pretty intense here!



Move through the crates on the main floor of the Large Freight Stores area. Note the security stations on either side of the room.

Store Ahead

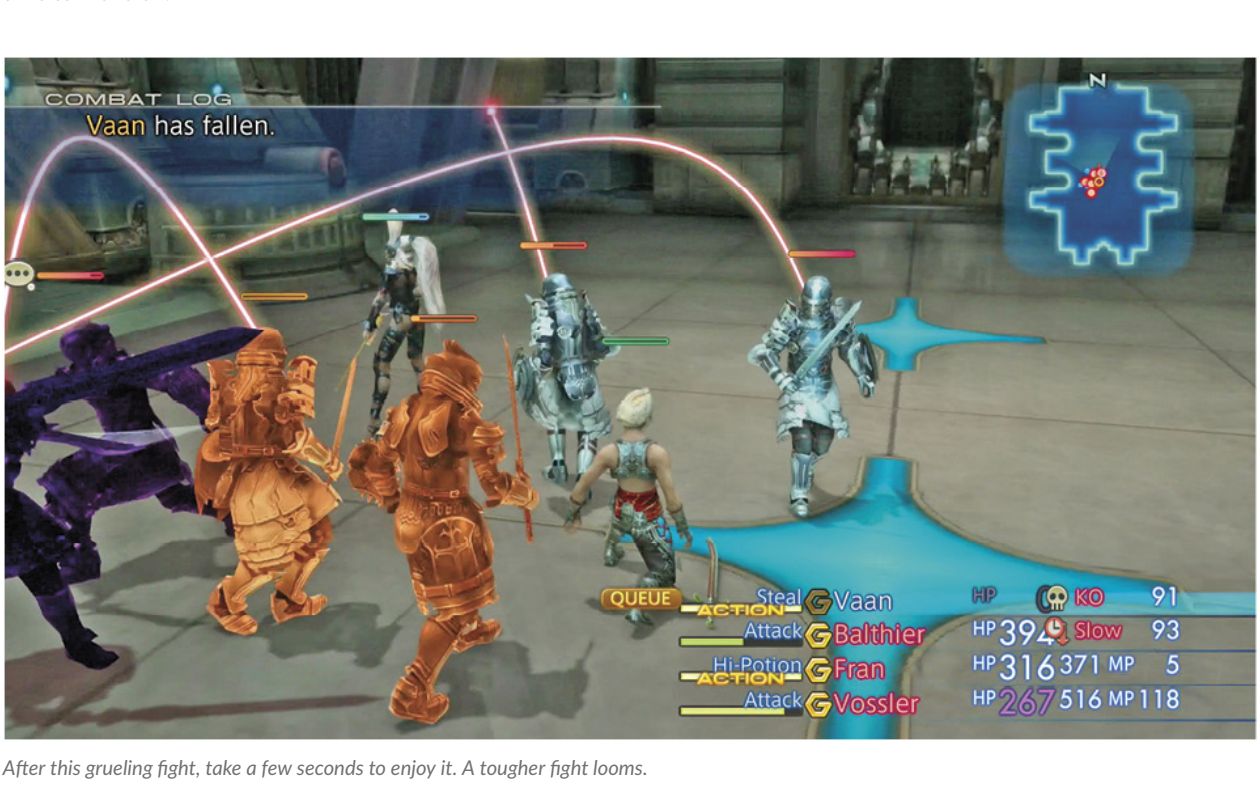
A traveling merchant sells a few useful upgrades from a cell within Brig No. 1. You may want to take on as much combat as possible before you get there, accruing gil for purchases and LP for some new licenses.

Battle Elites and Minions

Whether you go north or south, once you finally reach the Central Brig Access, get ready for a tough fight. A mixed six-pack of Imperials steps into the room ready to fight. A standard approach is to focus on the four lesser Imperials first (three Swordsmen and a Poison-casting Magus), thinning the enemy party quickly to reduce the damage your party takes. But Vossler's advice to focus only on the leaders is well considered, too. The moment both Judges fall, the fight is over, even if the other Imperials are still standing.

The following strategy is based upon fighting the powerful leaders first, the two Judges. However, it may be a good idea to nail the Imperial Magus first to eliminate his spell-casting mischief. Make sure at least two of your characters are set with healing gambit priorities. If anyone in your party falls, switch in your reserve party member right away. Use Phoenix Down as a last resort—for example, if a second character gets KO'd.

After the battle, you receive a congratulations screen and obtain a No. 1 Brig Key. Don't pat yourself on the back too much; it's time to move on.



After this grueling fight, take a few seconds to enjoy it. A tougher fight looms.

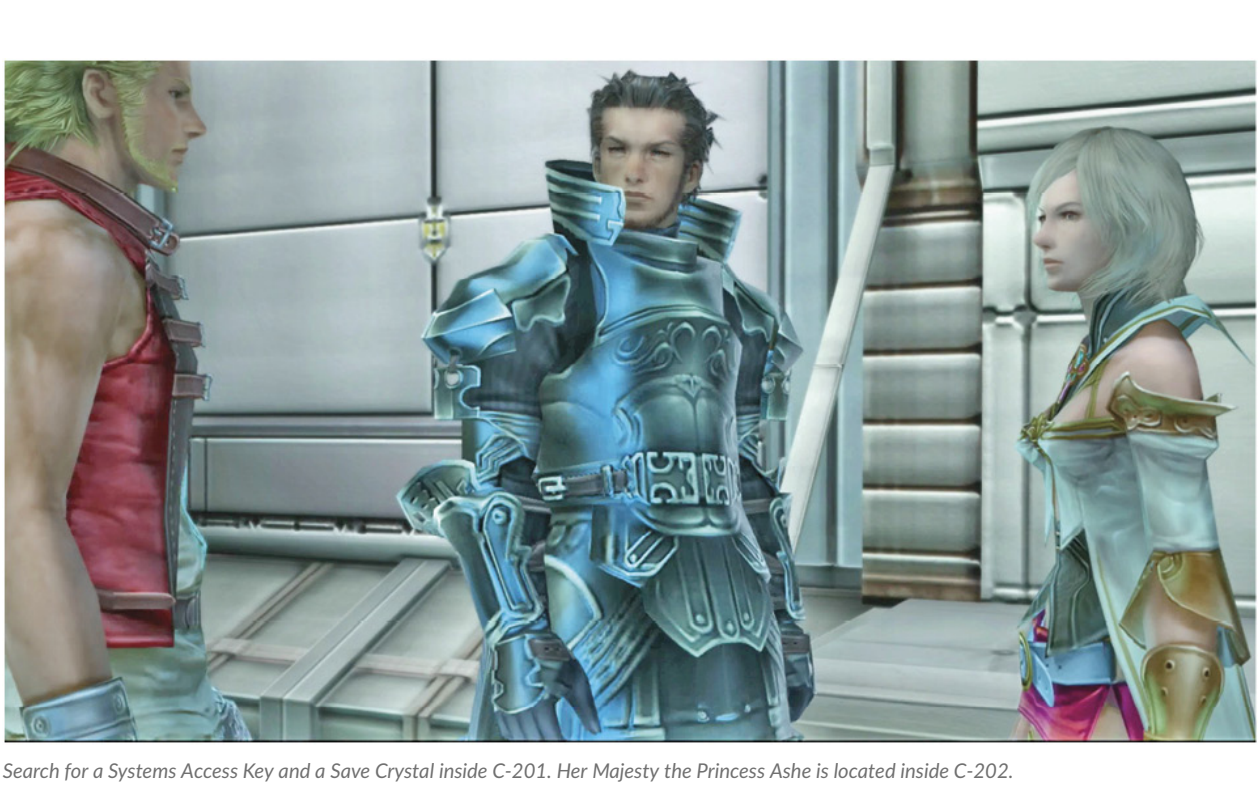
Heal Up and Free Ashe

Proceed to the south exit door and open it to enter Brig No. 1. Open Door C-203 to reach a couple of moogles, one of whom is a traveling merchant. Check out his goods (he has some nice accessories) and buy anything that looks useful.

Tetran

Me, kupo? I am but a humble traveling merchant. As luck would have it I happen to be traveling here.

The moogles in C-203 are grateful and loaded with goods to sell.

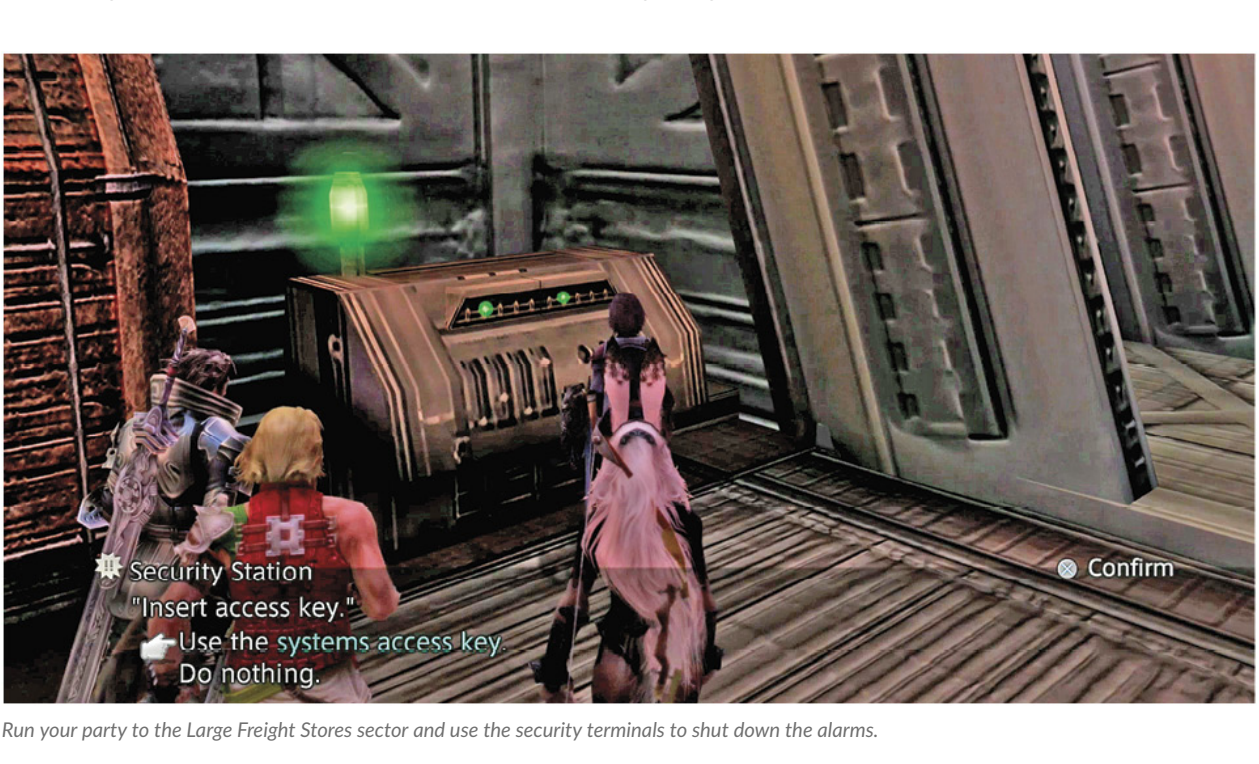


Search for a Systems Access Key and a Save Crystal inside C-201. Her Majesty the Princess Ashe is located inside C-202.

Go across the hall to open C-201. Ah, a Save Crystal! Nab the Systems Access Key from the Urn, then heal up and save your game. Now go open C-202 to rescue Ashe. After a short event, she joins your party. Exit Brig No. 1 to set off an alarm and start a wild sprint back to where you started.

Sprint to the Security Terminals

Imperial soldiers will swarm the party if you make a stand, so we recommend that you hold down the R2 button and ignore all attackers. Sprint north, straight through the Central Brig Access into the Airship Berth Access. Turn left at the intersection and sprint along the circular corridor to the southern exit into the Large Freight Stores area.



Run your party to the Large Freight Stores sector and use the security terminals to shut down the alarms.

Check the area map. The Security Terminals are highlighted for good reason. You can use the recently acquired Systems Access Key to reset the security alarm! This silence is good for just 60 seconds—a countdown timer appears on-screen—so immediately run upstairs and exit via the northwest door. Finally, enter the Port Section.

When the party arrives, you meet Larsa and Penelo! Larsa says that Judge Ghis knows about the escape and he tells Vossler (Captain Azelas) to follow him. Then Larsa gives Penelo the blue sample of manufactured nethicite he's been carrying.

Vossler exits with Lord Larsa, thus leaving the party. In his place, Penelo joins the party and the "piece of Manufactured Nethicite" enters your inventory.

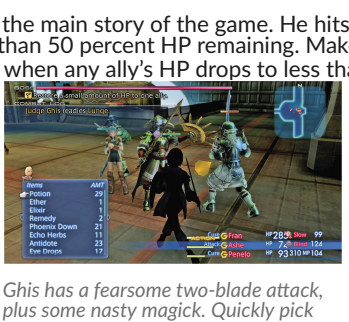
There should be a few seconds on the countdown timer before the alarms start wailing again, so make haste to reach the Port Launch where this crazy level began. When the party arrives, their reward for all that quick work is... a meeting with Judge Ghis!

He tells Ashe that she's no longer useful and tries to zap her with a powerful magick spell but, luckily, the manufactured nethicite in Penelo's hand absorbs the magickal energy, rendering the spell harmless. As you may expect, this doesn't sit well with the Judge.

Judge Ghis

LVL	HP	EXP	LP	STEAL
14	4120	0	22	Potion, Dark Mote, Germinas Boots

Judge Ghis is the first big powerhouse boss in the main story of the game. He hits like he really means it, and his big magick attack can quickly KO any character with less than 50 percent HP remaining. Make sure the party's healers have their Cure or Potion gambits in the top slot, ready to kick in when any ally's HP drops to less than 50 percent—and preferably higher.



Ghis has a fearsome two-blade attack, plus some nasty magick. Quickly pick apart his support screen of Swordsmen, then focus everything on the Judge.

Quickening

If you've selected jobs for any party members and licensed them with Quickenings, consider unleashing them at the beginning of this fight. Wait until Judge Ghis and his Swordsmen move close together, then target Ghis with a Quickening.

If you manage to chain several Quickening attacks together, you'll trigger a powerful area-of-effect Concurrence attack. This can flatten the minions and deal heavy damage to the boss all at once. Mist Charges are only used for Quickening Chains and Esper summons, so there's no reason to hang onto them in situations like this, at the end of a mission against the main adversary. Mist Charges will be fully refilled next time you touch a teleport save crystal.

The Judge's Swordsman minions are nothing special, so try to wipe out all three of them as quickly as possible. Keep your healers back, though; in general, it's good to have ranged fighters (like, say, Balthier with a gun or Fran with a bow) performing the bulk of the healing from a distance. Set the gambits of your close-quarter brawlers to fight first, with healing gambits set for when HP is low or even critical. Needless to say, your melee fighters should also have the heaviest armor you can afford, since they'll be taking the most punishment.

When Ghis finally falls, Vossler bursts into the room and announces that he has secured an Atomos for escape. (Balthier isn't happy about it, but a ship's a ship.) Now sit back and watch a spectacular sequence with Fran calmly piloting the Atomos out of the Leviathan and past a fighter wing to safety.

Cut to the Bhujerba Aerodrome. Basch convinces Lady Ashe to meet with Ondore. Vossler then takes his leave to explore other ways to seek Dalmascan freedom and Basch now takes over the role of Ashe's protector.

Visit Ondore's Estate

Exit the Aerodrome and head to the Marquis Ondore's estate again, just up the stairs and to the left. This triggers another event.

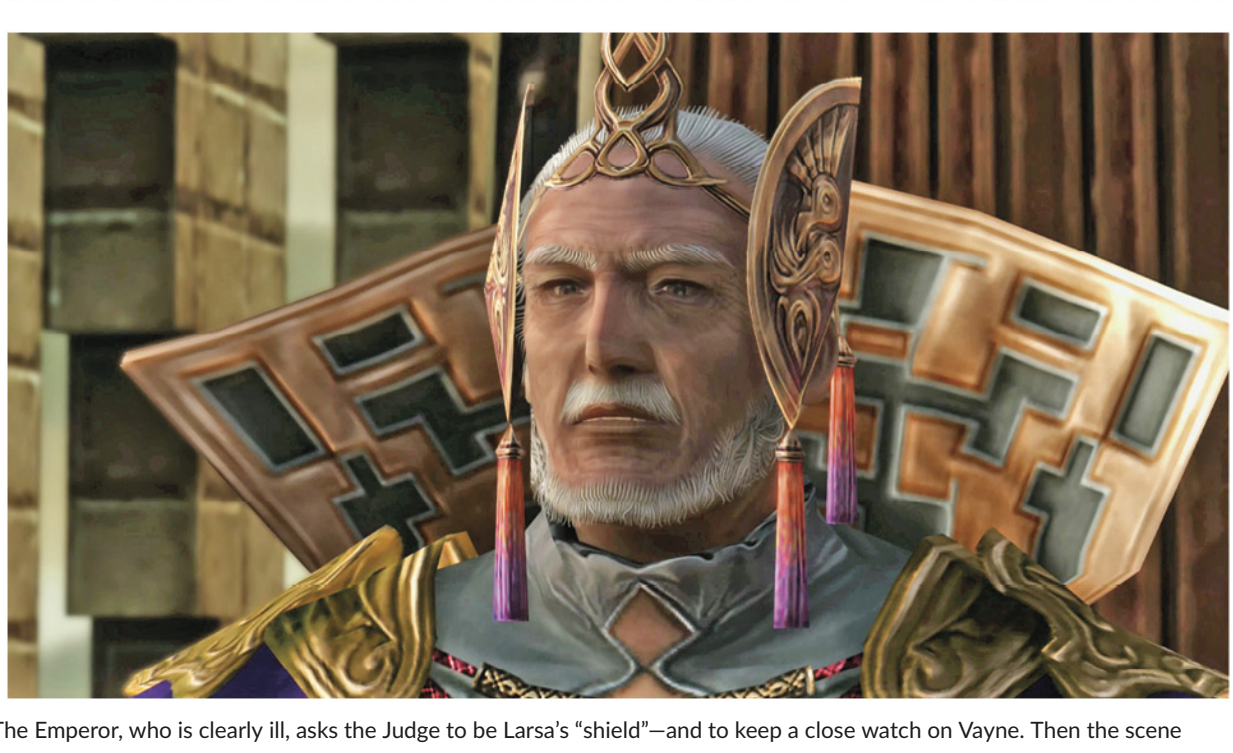
Ashe entreats Ondore to stand with her Resistance movement to stop Vayne. However, the Marquis points out that until Ashe regains the Dusk Shard, the Gran Kiltias on Mt Bur-Omisace (a holy man) will not recognize her as the rightful heir. "Without proof of your identity," he tells her, "you are powerless."

Later that night, Vaan catches Ashe trying to hijack Balthier's airship, the Strahl. Balthier shows up and Ashe concocts a daring plan. She suggests that Balthier...kidnap her! "You're a sky pirate, aren't you?" she says. In exchange, she will lead him to something called the Dynast-King's treasure in King Raithwall's tomb.

This gets Balthier's attention. He's on board now, as is Basch, who will perform his duty by protecting Ashe. So is Fran, of course; where Balthier goes, she goes. And finally, so are the orphans of Rabanastre, Vaan and Penelo. Your party is now complete.

But before gameplay begins again, there is more story to tell. Far to the north, in the Archadian capital city of Archades, Judge Gabranth stands before Emperor Gramis with reports on the activities at Draklor Laboratories, the Empire's primary weapons research lab.

Archadian Empire
The Imperial City of Archades



The Emperor, who is clearly ill, asks the Judge to be Larsa's "shield"—and to keep a close watch on Vayne. Then the scene changes to the Dalmasca Westersand.

Walkthrough Part 2

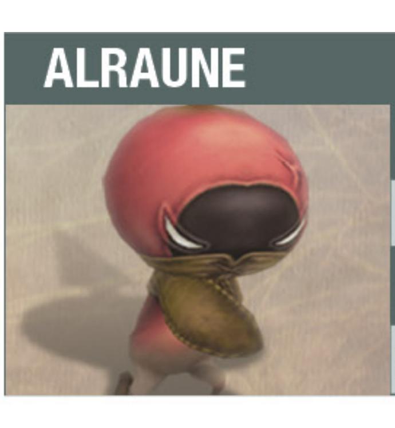
Ogir-Yensa Sandsea

OBJECTIVE

Find King Raithwall's Tomb

Cross the great western sandseas to the Valley of the Dead, seeking the ancient tomb of the Dynast-King.

ALRAUNE



LEVEL	HP
10-11	615-627
EXP	**LP**
285-288	1

URUTAN-YENSA

LEVEL	HP
12-14	702-718
EXP	**LP**
345-385	1

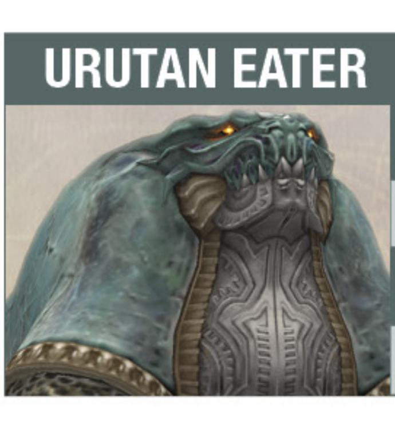
DANBANIA

LEVEL	HP
10-13	966-999
EXP	**LP**
290-302	1

PINEAPPLE (RARE GAME)

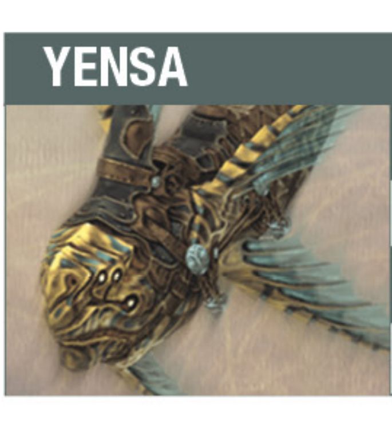
LEVEL	HP
16-18	4666-4698
EXP	**LP**
639-651	3

URUTAN EATER



LEVEL	HP
16	8015
EXP	**LP**
0	8

YENSA

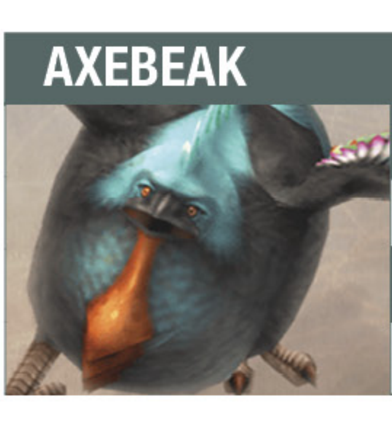


LEVEL	HP
13-15	1010-1032
EXP	**LP**
448-456	1

WYVERN

LEVEL	HP
14-16	1493-1713
EXP	**LP**
683-709	1

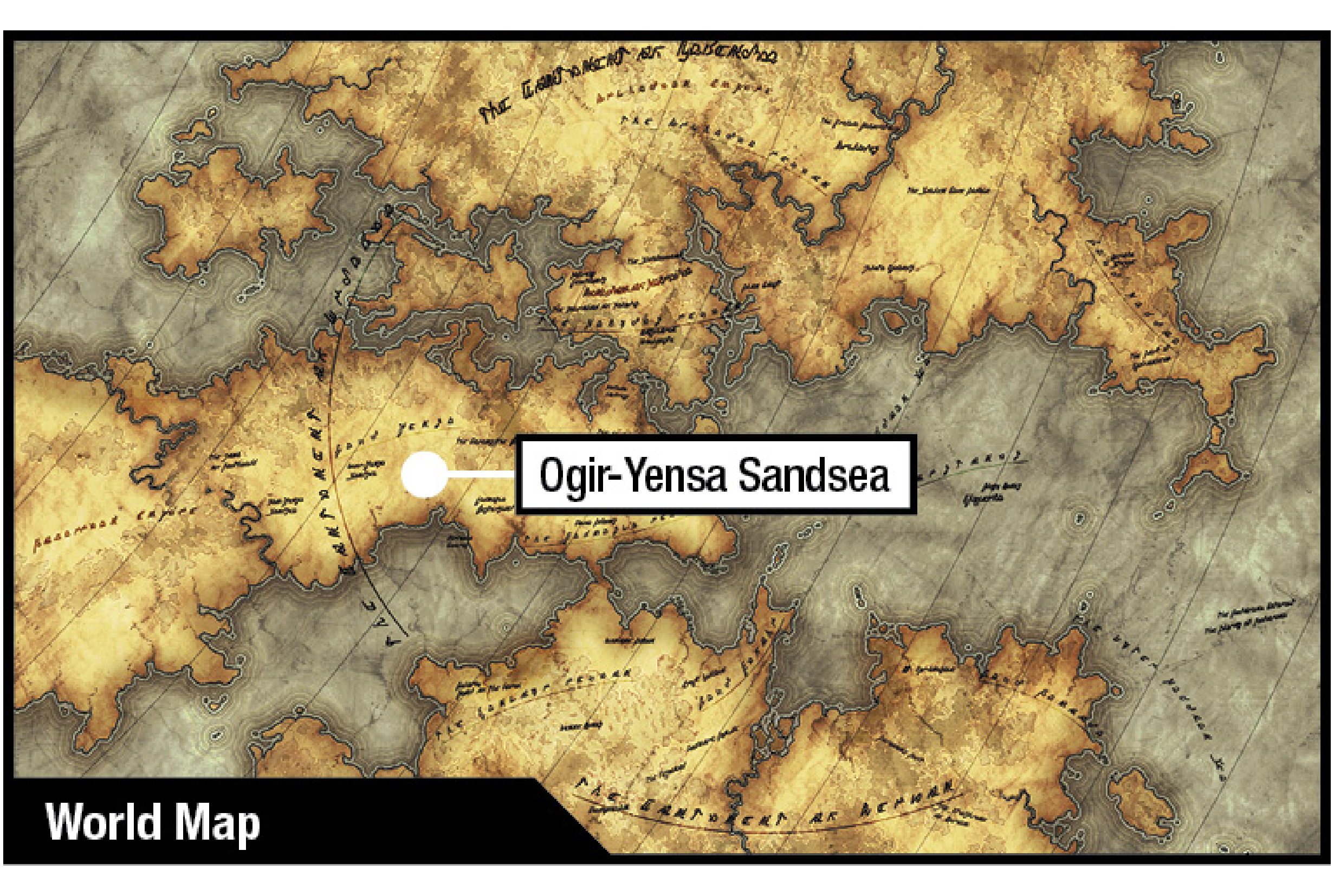
AXEBEAK



LEVEL	HP
13-15	922-954
EXP	**LP**
375-383	1

BAGOLY

LEVEL	HP
14-16	1010-1230
EXP	**LP**
490-676	1



Action Checklist

This list is for both sandseas, the Ogir-Yensa and the Nam-Yensa.

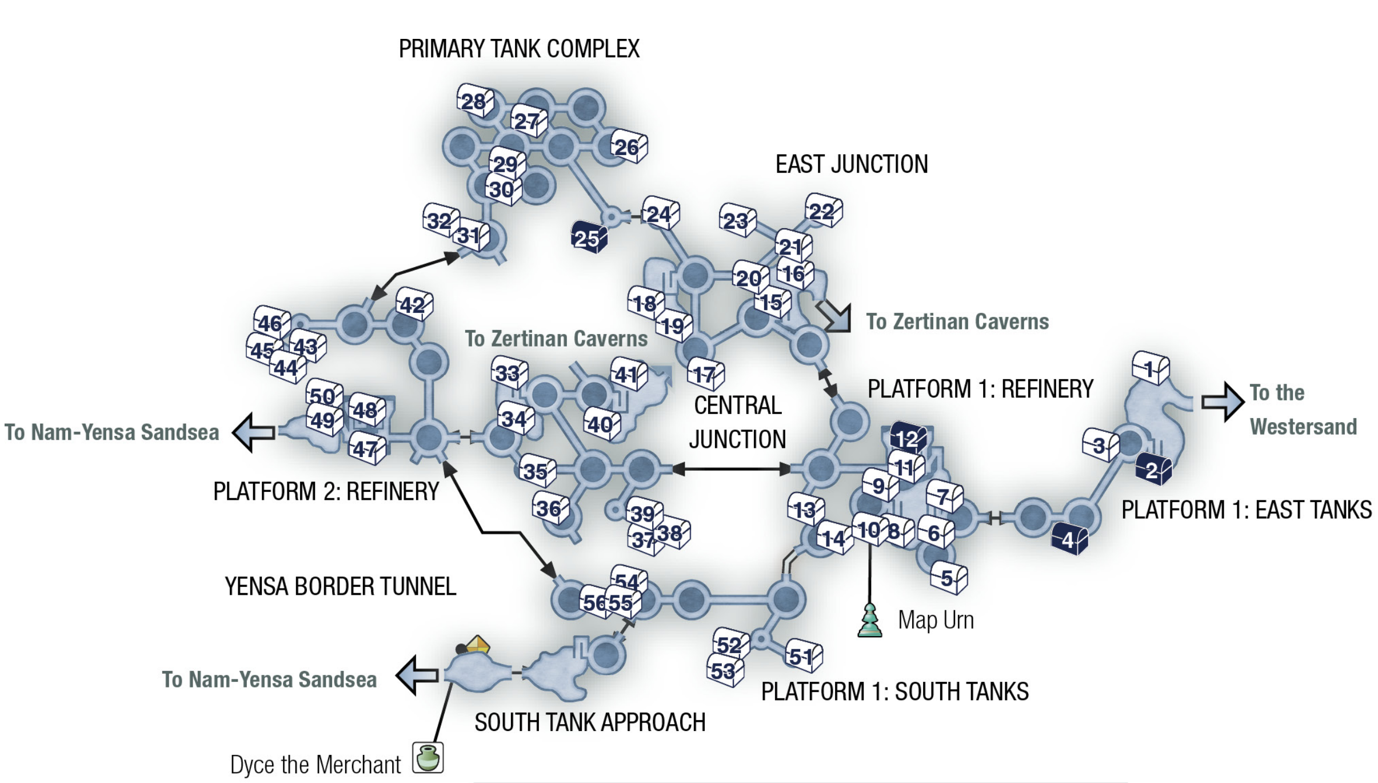
1. Cross the Ogir-Yensa Sandsea.

2. Talk to the Sandsea moogle.

3. Defeat the giant tortoise and get the Eksir Berries reward.

4. Cross the Nam-Yensa Sandsea.

5. Enter the Tomb of Raithwall.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	75%	~300	~300	Potion	Bhuj	Knot of Rust	Meteorite (A)
2	100%	—	—	Infuse	Infuse	Infuse	Infuse
3	75%	~300	~300	Ether	Wizard's Staff	Knot of Rust	Meteorite (B)
4	100%	—	—	Sleep	Sleep	Sleep	Sleep
5	75%	35%	~500	Hi-Ether	Ancient Sword	Knot of Rust	Meteorite (B)
6	75%	35%	~300	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
7	75%	35%	~300	Chronos Tear	Round Shield	Knot of Rust	Meteorite (A)
8	75%	35%	~350	Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
9	75%	35%	~300	Potion	Eye Drops	Knot of Rust	Meteorite (A)
10	75%	35%	~600	Remedy	Remedy	Knot of Rust	Meteorite (A)
11	75%	35%	~300	Hi-Potion	Windbreaker	Knot of Rust	Meteorite (A)
12	100%	0%	—	Golden Amulet	Golden Amulet	Golden Amulet	Golden Amulet
13	75%	35%	~300	Potion	Killer Bow	Knot of Rust	Meteorite (A)
14	75%	35%	~300	Gold Needle	Wizard's Hat	Knot of Rust	Meteorite (A)
15	70%	45%	~300	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
16	70%	45%	~300	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
17	70%	45%	~300	Ether	Barbut	Knot of Rust	Meteorite (B)
18	70%	45%	~300	Potion	Rime Fang	Knot of Rust	Meteorite (A)
19	75%	30%	~400	Hi-Potion	Chainmail	Knot of Rust	Meteorite (A)
20	70%	45%	~300	Ether	Kogarasumaru	Knot of Rust	Meteorite (A)
21	70%	45%	~300	Potion	Gold Needle	Knot of Rust	Meteorite (A)
22	75%	15%	~600	Hi-Potion	Warhammer	Knot of Rust	Meteorite (A)
23	75%	15%	~600	Gravity Mote	Healing Rod	Knot of Rust	Meteorite (A)
24	70%	45%	~300	Potion	Soleil Fang	Knot of Rust	Meteorite (A)
25	100%	0%	—	Reflect	Reflect	Reflect	Reflect
26	75%	20%	~320	Potion	Echo Herbs	Knot of Rust	Meteorite (A)
27	75%	20%	~320	Phoenix Down	Musk Stick	Knot of Rust	Meteorite (A)
28	75%	30%	~500	Remedy	Sirius	Knot of Rust	Meteorite (B)
29	75%	20%	~320	Antidote	Wizard's Robes	Knot of Rust	Meteorite (A)
30	75%	20%	~320	Echo Herbs	Hi-Potion	Knot of Rust	Meteorite (A)
31	75%	20%	~320	Potion	Hi-Potion	Knot of Rust	Meteorite (C)
32	75%	20%	~320	Phoenix Down	Linen Cuirass	Knot of Rust	Meteorite (A)
33	80%	50%	~200	Chronos Tear	Ether	Knot of Rust	Meteorite (A)
34	80%	50%	~400	Potion	Paramina Crossbow	Knot of Rust	Meteorite (A)
35	80%	50%	~200	Potion	Ether	Knot of Rust	Meteorite (A)
36	80%	50%	~200	Hi-Potion	Lambent Hat	Knot of Rust	Meteorite (A)
37	80%	40%	~500	Hi-Potion	Soldier's Cap	Knot of Rust	Meteorite (A)
38	80%	40%	~200	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
39	80%	50%	~200	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
40	80%	50%	~200	Lightning Fang	Ether	Knot of Rust	Meteorite (B)
41	80%	50%	~200	Potion	Round Shield	Knot of Rust	Meteorite (A)
42	75%	30%	~300	Potion	Antidote	Knot of Rust	Meteorite (A)
43	75%	30%	~300	Potion	Phoenix Down	Knot of Rust	Meteorite (C)
44	75%	25%	~300	Potion	Golden Shield	Knot of Rust	Meteorite (A)
45	75%	30%	~300	Potion	Hi-Ether	Knot of Rust	Meteorite (A)
46	75%	25%	~300	Potion	Leather Gorget	Knot of Rust	Meteorite (A)
47	75%	30%	~300	Potion	Gold Needle	Knot of Rust	Meteorite (B)
48	75%	30%	~300	Potion	Potion	Knot of Rust	Meteorite (A)
49	75%	30%	~300	Potion	Nu Khai Sand	Knot of Rust	Meteorite (A)
50	75%	30%	~300	Potion	Handkerchief	Knot of Rust	Meteorite (A)
51	75%	40%	~300	Hi-Potion	Kogarasumaru	Knot of Rust	Meteorite (B)
52	75%	40%	~280	Nu Khai Sand	Bhuj	Knot of Rust	Meteorite (A)
53	75%	40%	~290	Potion	Gold Needle	Knot of Rust	Meteorite (A)
54	75%	40%	~280	Hi-Potion	Musk Stick	Knot of Rust	Meteorite (A)
55	75%	35%	~150	Potion	Lightning Fang	Knot of Rust	Meteorite (A)
56	75%	35%	~180	Phoenix Down	Antidote	Knot of Rust	Meteorite (A)

Cross the Ogir-Yensa Sandsea

This section starts in the westernmost area of the Dalmasca Westersand. To the immediate east, across one zone line, you'll find a Dive Talon that's probably too strong for the party to take on straight-up, but not too strong to practice Quickening chains on, for EXP, LP, and loot. There's a Save Crystal right here to refill Mist Charges instantly. If you're holding off on assigning jobs and Quickenings until after the Tomb of Raithwall, skip Dive Talon grinding for now, but come back after events in the tomb; the teleport crystal offers easy access.

Farther east lays the rest of Dalmasca Westersand leading to Rabanastre (for this region's treasure map, check the Side Quests chapter under the Earth Tyrant mission).

Balthier's airship hovers over the Westersand, waiting for the party's return.

The way forward, though, is west, leading out of Dalmasca Westersand, heading into the vast sandseas. Balthier has shrouded the Strahl in the sky above the desert; the airship can fly no further west because its skystone-powered engines cannot function in the "jagd" in that direction. The party sets off across the sands to seek the tomb of Raithwall, the Dynast-King.

So now the party must trek across the great western sandseas. Actually, they'll be trekking above the sandseas; as the brief event implies, you can't walk directly on a sandsea, since its composition is a bizarre granulated liquid. To cross the Ogir-Yensa, and the Nam-Yensa after that, you must use a series of platforms and ramps.

Vaan tests the odd "waters" of the Ogir-Yensa.

Bangle for Traps

Careful! The desert holds its share of explosive traps. Keep a Bangle or a Libra gambit on an active party member to see the traps.

Climb the first ramp and fight through the Alraune while moving across the catwalks of the first three storage tanks. Continue to the next section to trigger an event.

Meanwhile, Fran has some bad premonitions about this place. This is Urutan-Yensa territory and your party has drawn their attention. Better get moving!

Vossler joins your party as a guest. Move around the first tower of the Platform 1 - Refinery and down the ramp to the sand, where the first group of Urutan-Yensa await. The Urutan-Yensa are weak against the Wind element, so if anyone in your party has a Wind-enhanced weapon, get that character out front.

These foes occasionally cast Haste on themselves, too, so if you have Slow in your magick arsenal, use it to counteract.

COMBAT LOG
Pineapple readies Lunge.
50
178
BLOCK
Attack Fran HP 345 356 MP 109
Attack Ashe HP 385 509 MP 124
Attack Penelo HP 535 720 MP 117
Attack Vossler HP 438 576 MP 125

Look for rare game like the Pineapple, which resembles a Bomb but is much, much tougher. It casts Reflect on itself, so stick to physical attacks.

Climb the ramp up the tower to the west. On the south side of that tower locate a Map Urn containing a full map of the Ogir-Yensa Sandsea. Next, go back down to ground level and head for the northern ramp that leads up to the huge refinery structure.

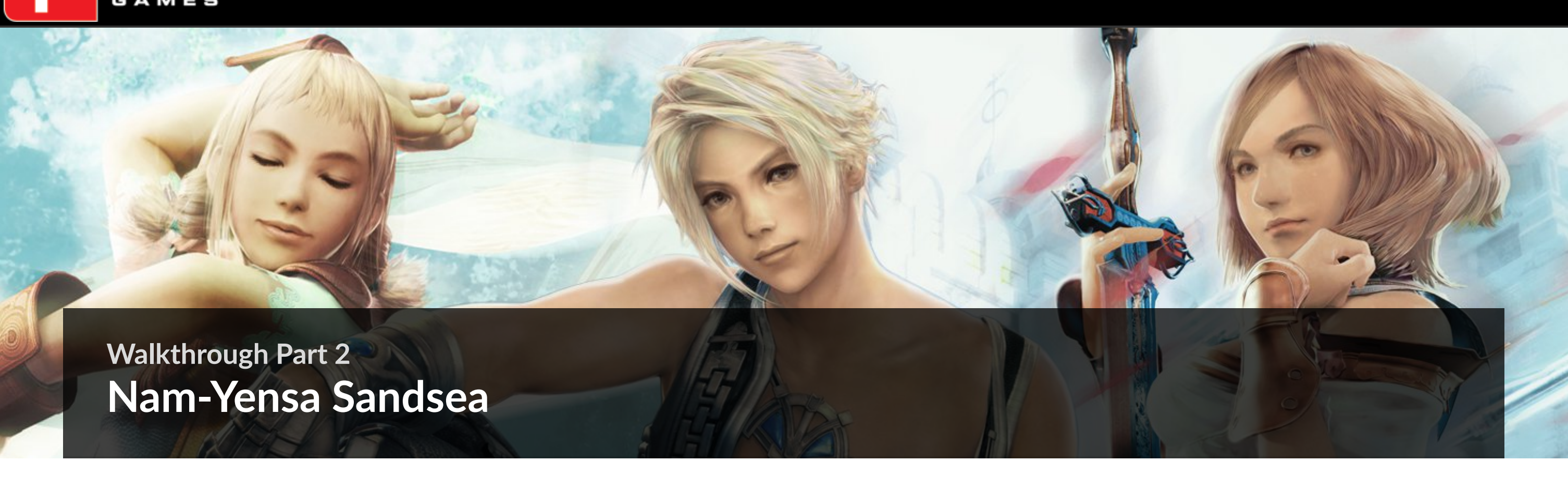
Map Earned

Don't miss the Map Urn atop the centermost tower in the Platform 1 - Refinery area.

Proceed across the refinery; on the far side you have a choice of three directions, so take your pick. Each one eventually takes you to where you want to go, the Nam-Yensa Sandsea. For this story walkthrough, let's exit from the southernmost exit, heading to the South Tanks of Platform 1.

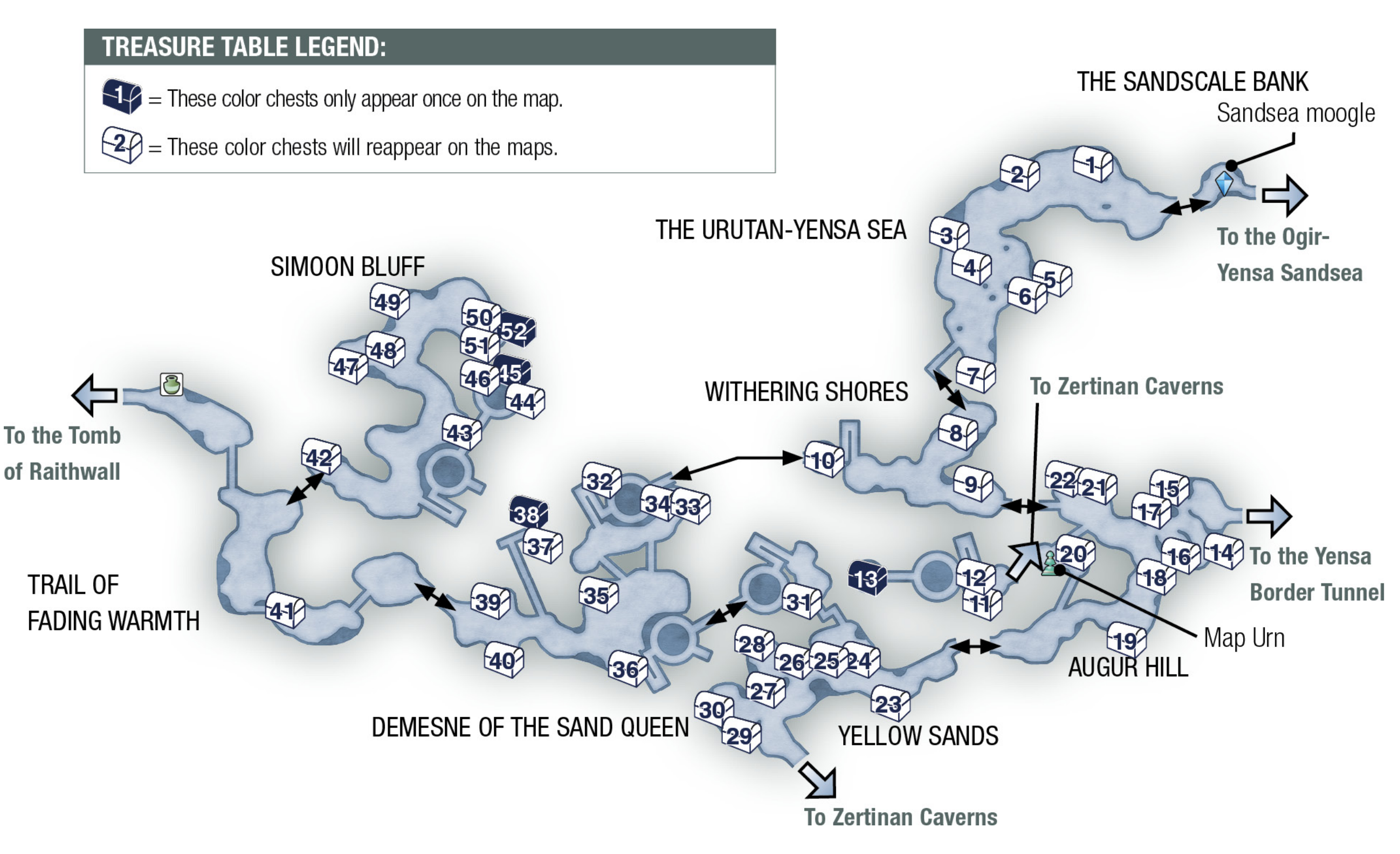
Head down the spur extending southwest from the South Tanks to find some treasure, then fight to the west through the Urutan-Yensa along the main platform to the fourth and final tank. Exit northwest to the Platform 2 - Refinery area.

You can follow the north spur past three tanks to find a lot of treasure at the end of the platform. Or, you can take the west spur through the refinery and descend the ramp to the ground on the west side. Then head west into the tunnel to reach the Sandscale Bank of the next region you must cross, the Nam-Yensa Sandsea.



Walkthrough Part 2

Nam-Yensa Sandsea

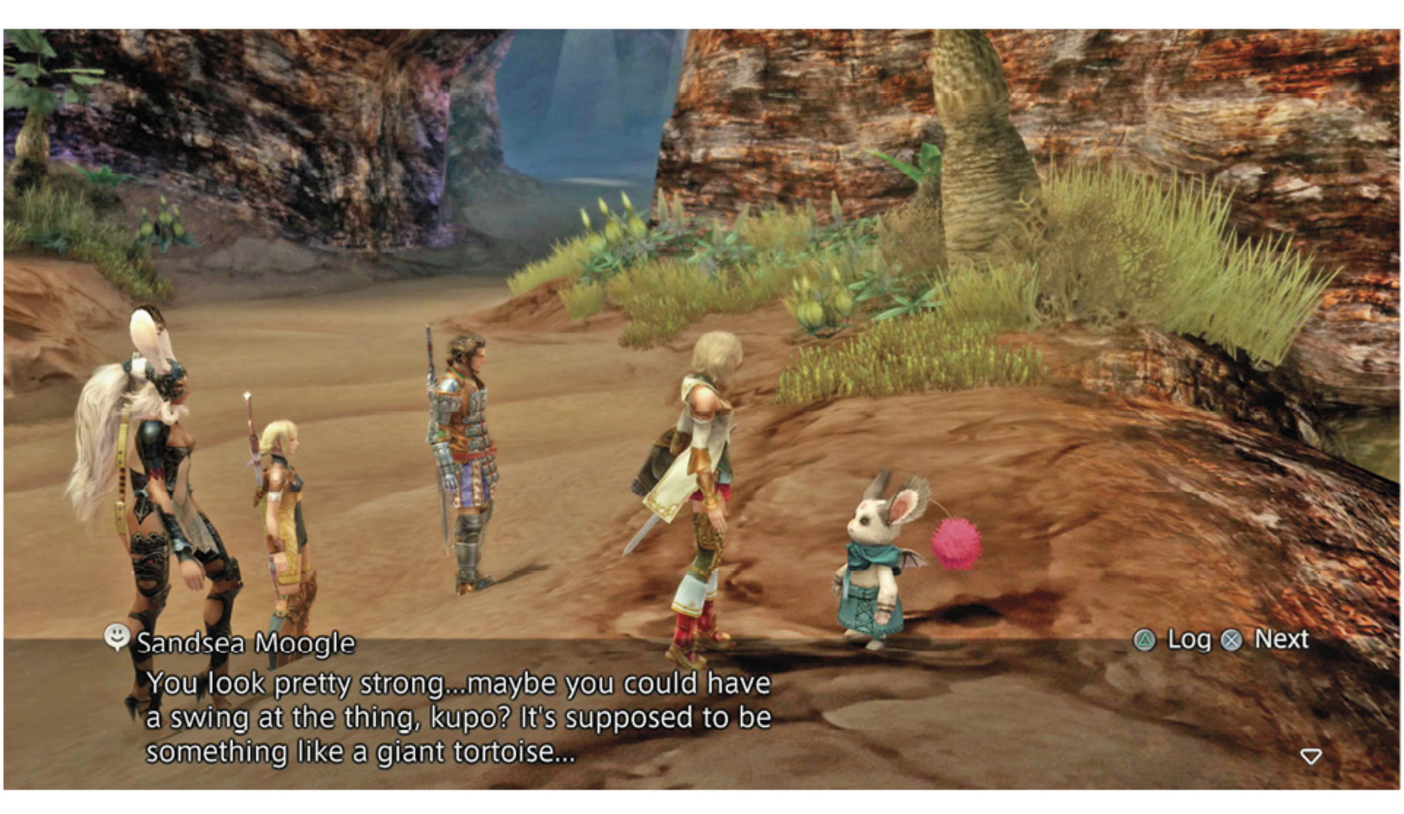


	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	50%	~250	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
2	80%	50%	~250	Hi-Potion	Chronos Tear	Knot of Rust	Meteorite (A)
3	80%	50%	~250	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
4	80%	50%	~250	Potion	Phoenix Down	Knot of Rust	Meteorite (B)
5	20%	60%	~1500	Hi-Potion	Heavy Lance	Knot of Rust	Meteorite (A)
6	80%	50%	~250	Potion	Ether	Knot of Rust	Meteorite (A)
7	80%	50%	~250	Potion	Chronos Tear	Knot of Rust	Meteorite (A)
8	70%	50%	~200	Potion	Phoenix Down	Knot of Rust	Meteorite (B)
9	70%	50%	~230	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
10	70%	50%	~160	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
11	70%	55%	~500	Hi-Ether	Winged Helm	Knot of Rust	Meteorite (A)
12	70%	55%	~600	Hi-Ether	Chainmail	Knot of Rust	Meteorite (A)
13	100%	0%	—	Turtleshell Choker	Turtleshell Choker	Turtleshell Choker	Turtleshell Choker
14	75%	45%	~300	Ether	Potion	Knot of Rust	Meteorite (A)
15	75%	45%	~300	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
16	75%	45%	~300	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
17	75%	45%	~300	Phoenix Down	Ether	Knot of Rust	Meteorite (A)
18	60%	45%	~300	Ether	Cura Mote	Knot of Rust	Meteorite (A)
19	75%	45%	~300	Potion	Phoenix Down	Knot of Rust	Meteorite (A)
20	75%	45%	~300	Ether	Ether	Knot of Rust	Meteorite (A)
21	75%	45%	~300	Phoenix Down	Potion	Knot of Rust	Meteorite (A)
22	75%	45%	~300	Potion	Phoenix Down	Knot of Rust	Meteorite (B)
23	70%	60%	~290	Antidote	Hi-Potion	Knot of Rust	Meteorite (A)
24	70%	60%	~290	Potion	Soleil Fang	Knot of Rust	Meteorite (A)
25	70%	60%	~290	Potion	Ether	Knot of Rust	Meteorite (A)
26	70%	60%	~290	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
27	70%	60%	~290	Hi-Potion	Ether	Knot of Rust	Meteorite (B)
28	70%	60%	~290	Antidote	Hi-Potion	Knot of Rust	Meteorite (C)
29	70%	60%	~290	Potion	Ether	Knot of Rust	Meteorite (A)
30	70%	60%	~290	Antidote	Gold Needle	Knot of Rust	Meteorite (A)
31	70%	60%	~290	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
32	75%	50%	~280	Potion	Hi-Potion	Knot of Rust	Meteorite (B)
33	75%	50%	~180	Potion	Balaclava	Knot of Rust	Meteorite (A)
34	75%	50%	~180	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
35	75%	50%	~180	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
36	75%	50%	~280	Potion	Gold Needle	Knot of Rust	Meteorite (A)
37	75%	50%	~300	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
38	100%	0%	—	Balance	Balance	Balance	Balance
39	75%	50%	~280	Ether	Potion	Knot of Rust	Meteorite (A)
40	75%	50%	~280	Gold Needle	Wizard's Hat	Knot of Rust	Meteorite (A)
41	10%	10%	~11000	Knot of Rust	Knot of Rust	Knot of Rust	Meteorite (B)
42	75%	10%	~800	Potion	Ether	Knot of Rust	Meteorite (A)
43	75%	10%	~900	Potion	Ether	Knot of Rust	Meteorite (A)
44	75%	30%	~600	Remed	Lohengrin	Knot of Rust	Meteorite (A)
45	100%	0%	—	Embroidered Tippet	Embroidered Tippet	Embroidered Tippet	Embroidered Tippet
46	75%	30%	~600	Remedy	Chopper	Knot of Rust	Meteorite (A)
47	75%	30%	~300	Gold Needle	Soldier's Cap	Knot of Rust	Meteorite (A)
48	75%	30%	~300	Hi-Potion	Chanter's Djellaba	Knot of Rust	Meteorite (B)
49	70%	50%	~250	Potion	Sirius	Knot of Rust	Meteorite (C)
50	75%	30%	~300	Hi-Ether	Lambent Hat	Knot of Rust	Meteorite (A)
51	75%	30%	~300	Ether	Heavy Coat	Knot of Rust	Meteorite (A)
52	100%	100%	2918	—	—	—	—

Find the Giant Tortoise

Halfway there! Use the Save Crystal at the Sandscale Bank, then approach the Sandsea moogle standing nearby. He states that an Urutan-Yensa warrior just asked him for help. Select "Tell me" to hear about a giant Emeralditan tortoise in Nam-Yensa that is terrorizing the local population. He mentions a possible reward. How could you pass that up?

Exit west into the Urutan-Yensa Sea. Fight your way through a number of hostile Urutan-Yensa tribesmen and cross the walk-bridge into the Withering Shores area.


Sandsea Moogle
You look pretty strong...maybe you could have a swing at the thing, kupo? It's supposed to be something like a giant tortoise...

Talk to the Sandsea moogle near the Save Crystal to learn how you can help the Urutan-Yensa.

Defeat the Urutan-Eater

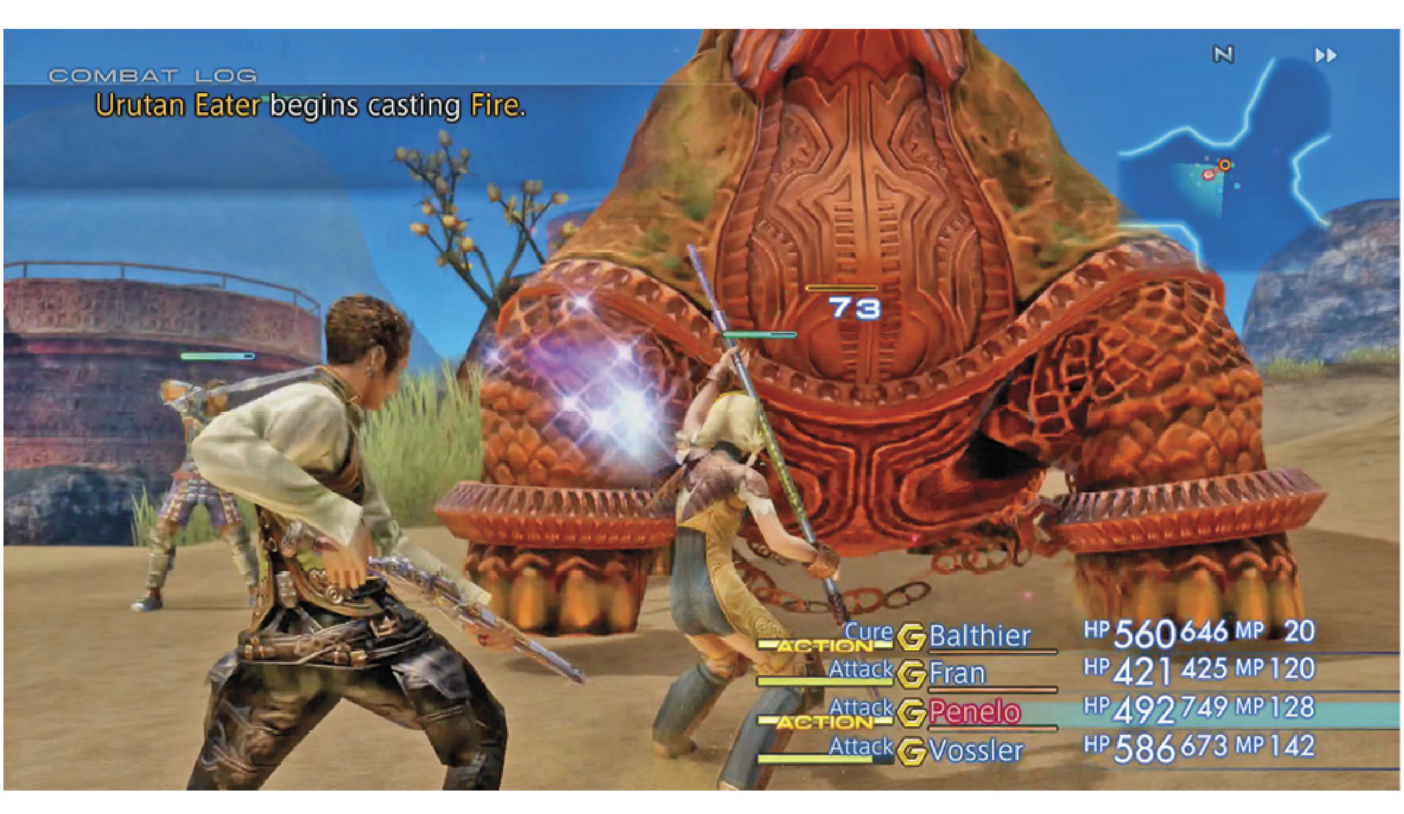
Up ahead, you should spot the giant tortoise mentioned by the moogle. The mighty Emeralditan is named "Urutan Eater," and it battles a handful of Urutan-Yensa warriors. Help them defeat the big beast.

Keep Turtles at Range!

Deploy a couple of allies using ranged weapons when you fight any giant tortoise. These armored beasts tend to use close-range area attacks in combat, so party members who stand back and fire guns or bows (or use magick) against a tortoise are likely to sustain less damage.

Note that the Urutan Eater is weak against Wind magick. If your gambits are well-organized, it's possible to take him down in just minutes. Remember to swap KO'd party members with new, fresh backups to keep the pressure on the tortoise. When the hard-shelled beast finally falls, return to the Sandscale Bank.

Talk to the Sandsea moogle. He mentions that the Urutan-Yensa warrior who asked for help just went by, headed east back into the Ogir-Yensa Sandsea. Exit east to return to the Platform 2 - Refinery area and climb the refinery ramp to trigger an event.


COMBAT LOG
Urutan Eater begins casting Fire.
73
Cure Balthier HP 560 646 MP 20
Attack Fran HP 421 425 MP 120
Attack Penelo HP 492 749 MP 128
Attack Vossler HP 586 673 MP 142

The Urutan Eater is tough, but the reward is well worth it.

The moogle talks to the tribesman about the "treasure of the sandsea"... and suddenly the tribesman runs west, back through the tunnel to the Sandscale Bank! Follow him to see a rare gathering of the Urutan-Yensa. The poor tribesman is punished by the Urutan Queen for his plea for help outside the clan. When the dust settles, all that's left is a Rogue Urutan Flower in the sand.

After you regain control, talk to the moogle. Talk to him again to learn about a powerful avion known as the Garuda that hates the scent of this particular flower. Approach the flower and pick its berries to add Eksir Berries to the Items list in your inventory.

Berry Good

Eksir Berries will make the boss fight against the powerful Garuda significantly easier.

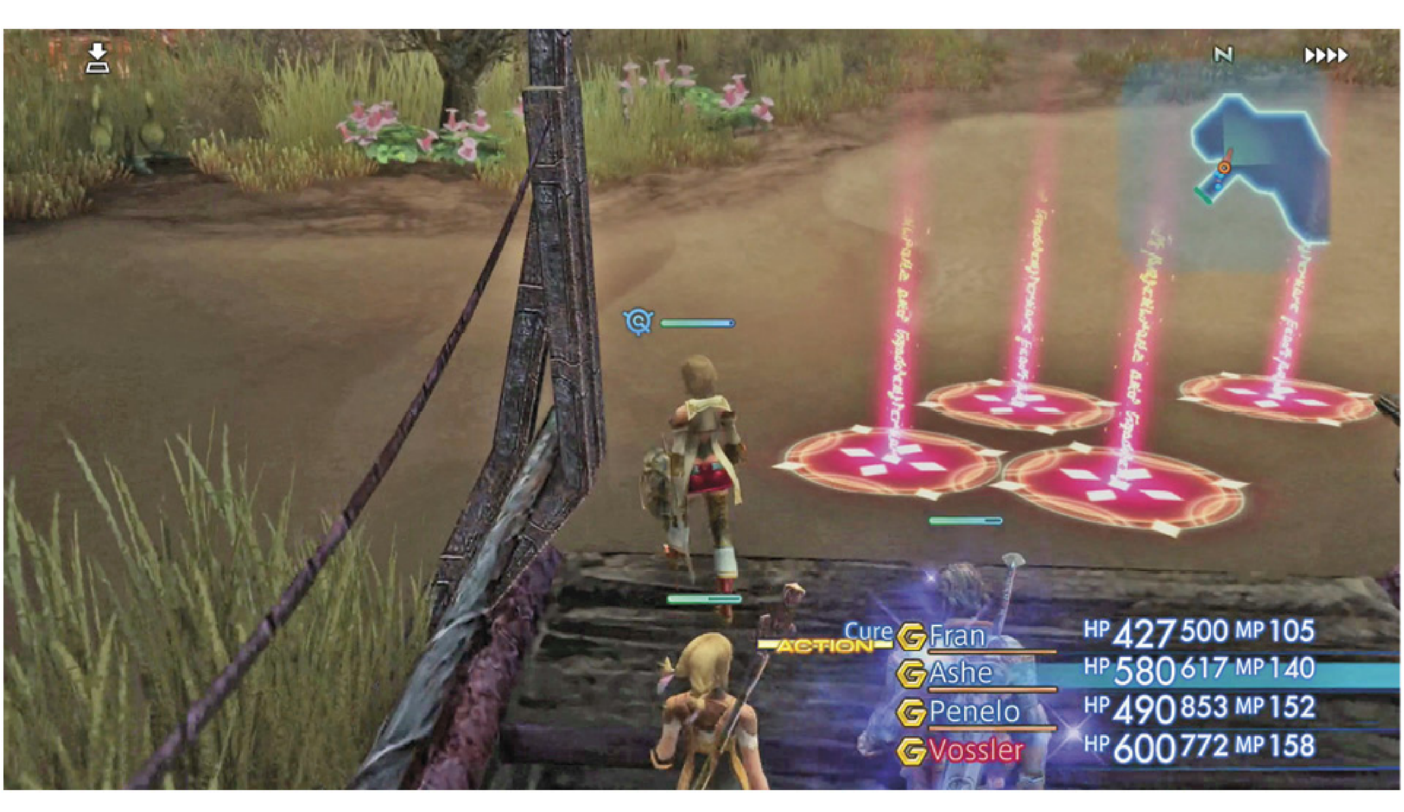
Head back through the Urutan-Yensa Sea into the Withering Shores and head to the east to reach Augur Hill. Once there, cross the bridge on the right to find a Map Urn. Now cross the next bridge and make your way to the southwest exit, which leads to Yellow Sands. (Or, go back across the bridge and head east to the Yensa Border Tunnel to find a merchant and a Save Crystal, and then return; see the tip on this page.)

Buy from Dyce

A traveling merchant named Dyce keeps appearing all over the desert area. At first, he camps out near a Save Crystal just east of Augur Hill, in the Yensa Border Tunnel area. Dyce sells Potions and other useful disposable items, along with weapons, armor, and accessories. Most importantly, Dyce sells the crucial magick spells Raise, Cura, Protect, and Shell, among others.

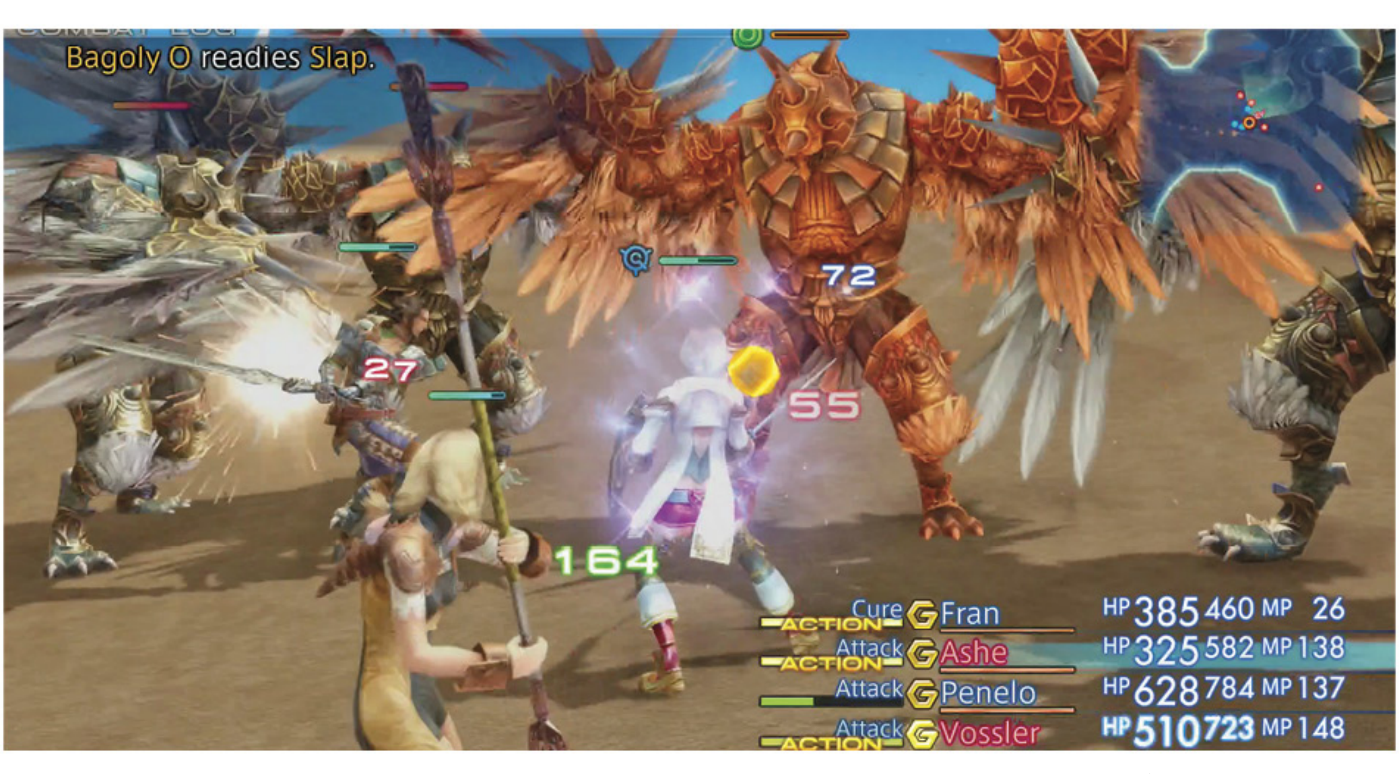
Yellow Sands has two exits. The southern exit leads into the dangerous Zertinan Caverns, which may be too deadly at this stage. (Two lethal Speartongue toads lurk just inside the entrance!) Instead, go north to the storage tank and exit that way into the Demesne of the Sandqueen. From there, head west across the sands to the Trail of Fading Warmth.

Follow the trail to the northwest, crossing a set of bridges in the process. If you want, you can detour through the tunnel-bridge (guarded by four explosive traps!) up to Simoon Bluff and scour that area for treasure and obtain EXP/LP from combat.



Careful! The bridge to Simoon Bluff is heavily trapped.

It's tough up there, though; near the top, a flock of six Bagolys jealously guards some treasure, plus a massive flying Wyvern flaps around nearby. Sling an Aqua spell at the Wyvern to exploit its weakness, and use party members equipped with ranged weapons.


Bagoly O readies Slap.
72
27
55
164
Cure Fran HP 385 460 MP 26
Attack Ashe HP 325 582 MP 138
Attack Penelo HP 628 784 MP 137
Attack Vossler HP 510 723 MP 148

Look out for a wild Bagoly ambush near the top of Simoon Bluff. Enemies up here reappear after you dispatch them, so don't linger unless you want lots of combat to level up and build stats.

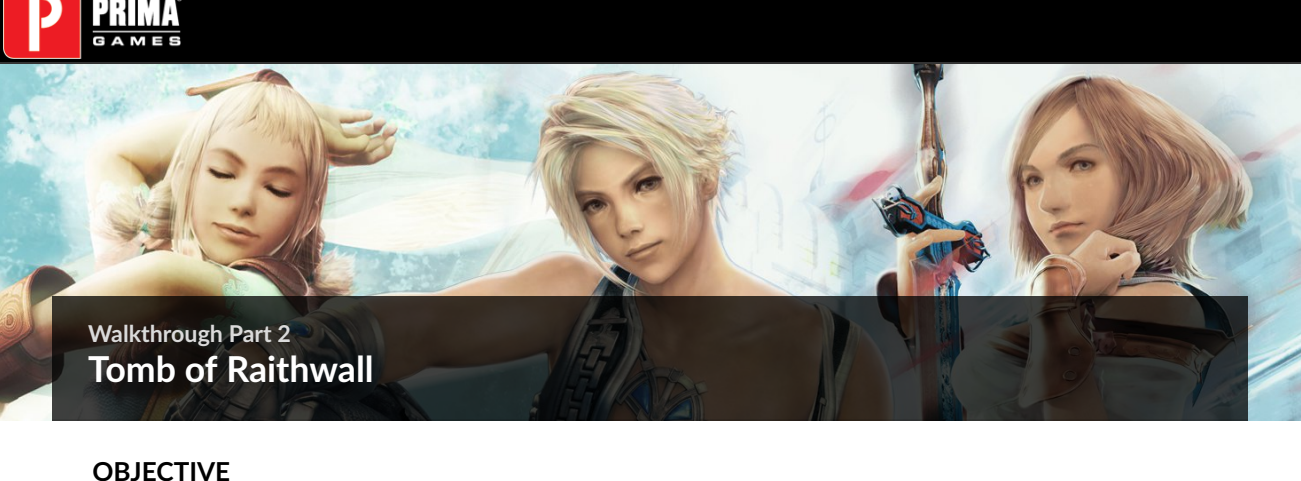
Birdland

Remember, you can't hit a flying foe like a Wyvern with regular attacks unless you have a ranged weapon like a gun or a bow (spears and hand-bombs will also work, if you've acquired any). Sling magick attacks on a flying enemy; the Wyvern is particularly weak against the Water element. Vossler also comes equipped with the technick Telekinesis, so make sure one of his gambits directs him to use it on flying creatures.

Now take the Trail of Fading Warmth west to run into Dyce, the traveling merchant. (Even if you met him before back at the Yensa Border Tunnel, he will still be here now.) Stock up if you need to, then exit west to the next area. Here, the game gives you a single opportunity to save your game. Take it, then move on into the Tomb of Raithwall.

Dyce
Say, if you *do* find some treasure in the Valley of the Dead, send some this way, eh? Ha ha ha! Now, care to buy anything?

Spend some time building battle chains, collecting loot, opening treasure chests, and gaining EXP/LP in the sandseas before moving on past Dyce toward the Tomb of Raithwall.



Walkthrough Part 2

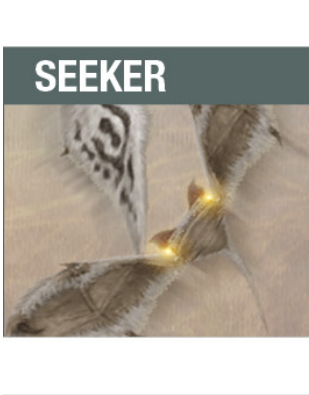
Tomb of Raithwall

OBJECTIVE

Retrieve the Dawn Shard

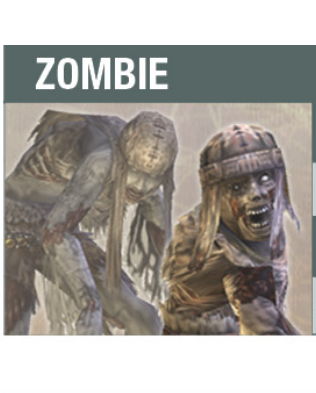
Fight through the foul protectors of Raithwall's legacy to recover the Dawn Shard from the Dynast-King's tomb.

SEEKER



LEVEL	HP
15-16	773-789
EXP	LP
296-300	1

ZOMBIE

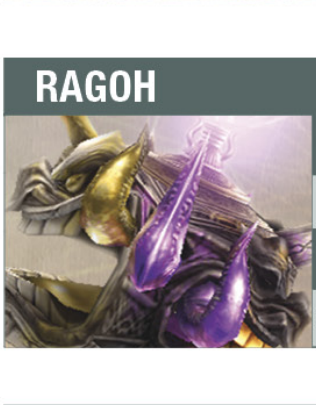


LEVEL	HP
16-18	869-881
EXP	LP
414-420	1

ZOMBIE MAGE

LEVEL	HP
16-18	960-972
EXP	LP
414-420	1

RAGOH

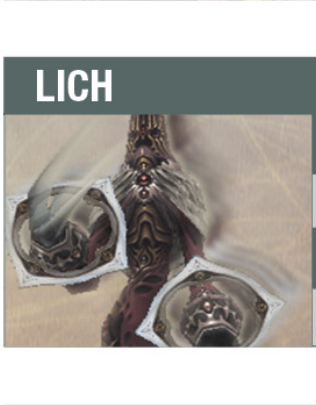


LEVEL	HP
16-18	1400-1440
EXP	LP
531-539	1

TALLOW

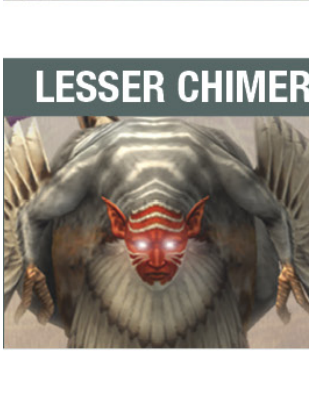
LEVEL	HP
16-17	1303-1317
EXP	LP
675-682	1

LICH



LEVEL	HP
18-19	1158-1164
EXP	LP
704-707	1

LESSER CHIMERA



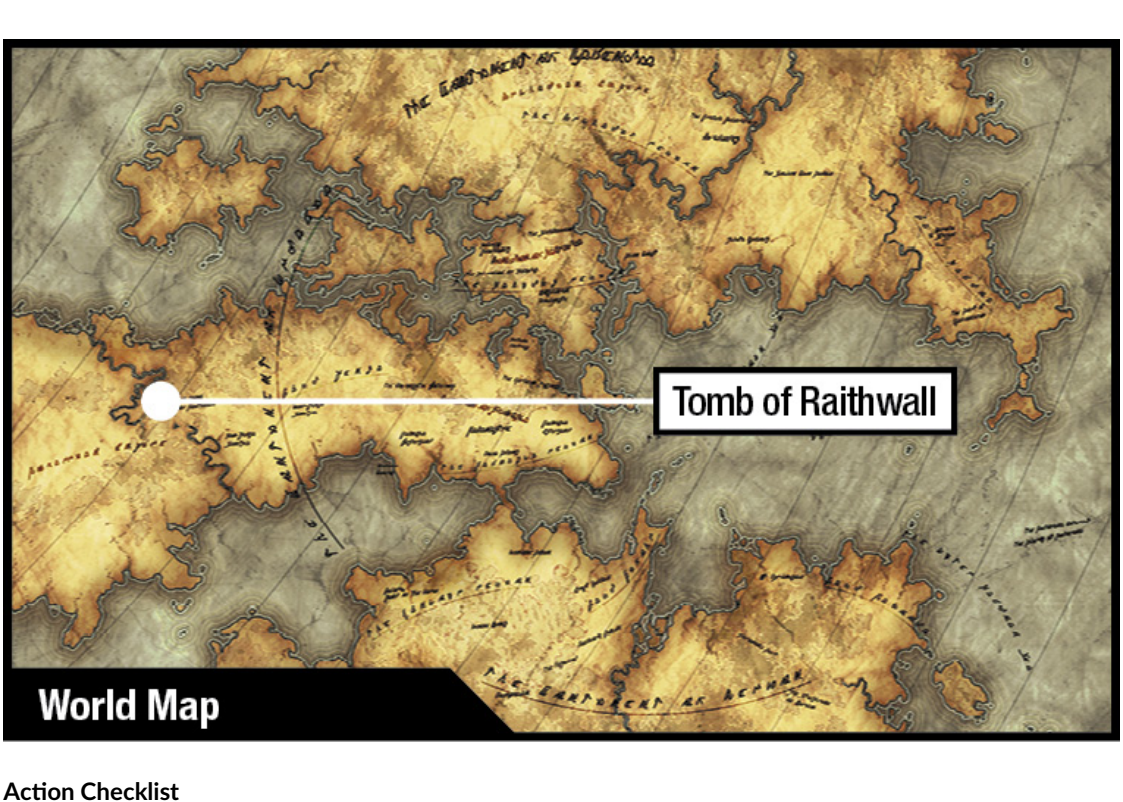
LEVEL	HP
15-18	1014-1062
EXP	LP
496-508	1

LOST SOUL

LEVEL	HP
17-18	966-972
EXP	LP
713-716	1

SKULL WARRIOR

LEVEL	HP
17-18	876-882
EXP	LP
713-716	1



Action Checklist

1. Defeat Garuda.

2. Get past the Demon Walls.

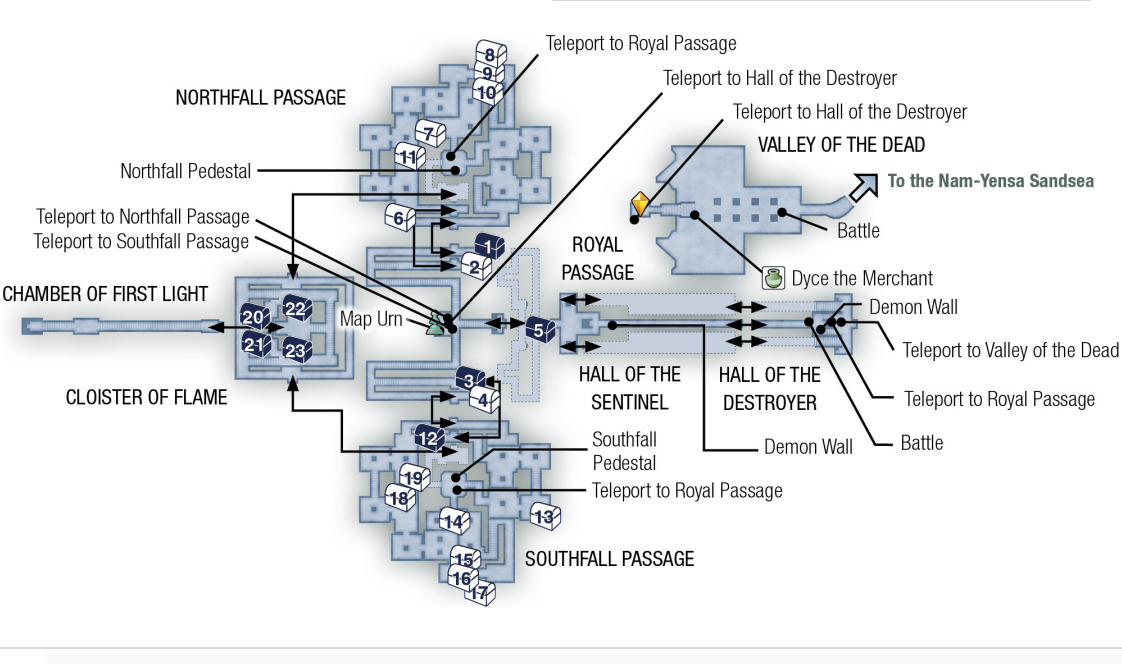
3. Defeat the Esper Belias.

4. Take the Dawn Shard and exit the tomb.

TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

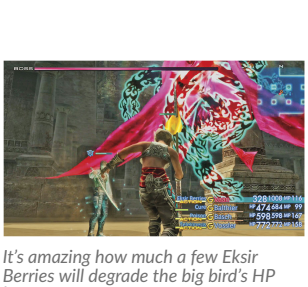


	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	0%	—	Dispel	Dispel	Dispel	Dispel
2	50%	50%	~500	Chronos Tear	Handkerchief	Knot of Rust	Meteorite (A)
3	100%	0%	—	Vanish	Vanish	Vanish	Vanish
4	50%	50%	~500	Echo Herbs	Gold Needle	Knot of Rust	Meteorite (B)
5	100%	0%	—	Scathe Mote	Scathe Mote	Scathe Mote	Scathe Mote
6	80%	30%	~300	Warp Mote	Chanter's Djellaba	Knot of Rust	Meteorite (A)
7	80%	30%	~300	Cura Mote	Soldier's Cap	Knot of Rust	Meteorite (B)
8	100%	80%	~100	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
9	100%	80%	~150	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
10	100%	80%	~100	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
11	80%	30%	~300	Gravity Mote	Flame Staff	Knot of Rust	Meteorite (A)
12	100%	0%	—	Hastega Mote	Hastega Mote	Hastega Mote	Hastega Mote
13	30%	80%	~400	Aeroga Mote	Ice Shield	Knot of Rust	Meteorite (B)
14	80%	30%	~280	Cura Mote	Paramina Crossbow	Knot of Rust	Meteorite (A)
15	100%	80%	~100	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
16	100%	80%	~150	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
17	100%	80%	~100	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
18	80%	30%	~280	Gravity Mote	Lambent Hat	Knot of Rust	Meteorite (C)
19	80%	30%	~280	Balance Mote	Heavy Coat	Knot of Rust	Meteorite (A)
20	100%	0%	—	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down
21	100%	0%	—	Blood Sword	Blood Sword	Blood Sword	Blood Sword
22	100%	0%	—	Shades of Black	Shades of Black	Shades of Black	Shades of Black
23	100%	0%	—	Elixir	Elixir	Elixir	Elixir

Defeat Garuda!

Cross the tomb's entry courtyard, called the Valley of the Dead—not a cheerful name for an area. Soon you learn why. A great avion beast called a Garuda drops from the sky, ready to protect the tomb.

Garuda



It's amazing how much a few Eksir Berries will degrade the big bird's HP bar.

Berry the Garuda!

The very first move in this fight should be to nail the Garuda with the Eksir Berries, if you were thorough enough to earn them back in the sandseas.

LVL	HP	EXP	LP	STEAL
16	6754	0	11	Gold Needle, Giant Feather, White Fang

Immediately use the Eksir Berries on the Garuda. These are the berries you received as a reward for defeating the Urutan Eater back in the sandseas. Their noxious effect knocks a full 15 percent or so off this boss's HP bar in one shot. This gets the fight off to a very, very good start. (Note that you can certainly win the fight without them, but why not make things easier on yourself?)

The Garuda is a flying foe, so ranged and magick attacks are the best way to go. Aqua deals good damage, as does Thunder. Attack with guns, bows, and spears and keep a close eye on each character's HP. If your party's healing gambits get overwhelmed, step in and manually distribute a few Hi-Potions to get everyone back up to strength.

This boss casts Sleep on occasion, so be ready with the Prince's Kiss item to awaken snoozing party members. If you nail this foe with Silence, you can eliminate its magick attacks. (A gun firing Silent Shot works great, too.) Vossler's Telekinesis is also very effective against the Garuda, too, so keep him healed and firing away. When the Garuda finally falls, an "ancient device" stirs inside the tomb. This is a teleportation system, as you'll soon discover.

After the fight, Lady Ashe gives a brief history lesson regarding the Dynast-King and his peaceful, compassionate uses of power. Raithwall's alliance included the city-states of Archadia and Rozarria, and his era of peace and prosperity endured for a long time. The Dynast-King left three relics to signify his descendants: the Midlight Shard to House Nabradia, the Dusk Shard to the founders of Dalmasca, and the Dawn Shard, which remains hidden inside the tomb.

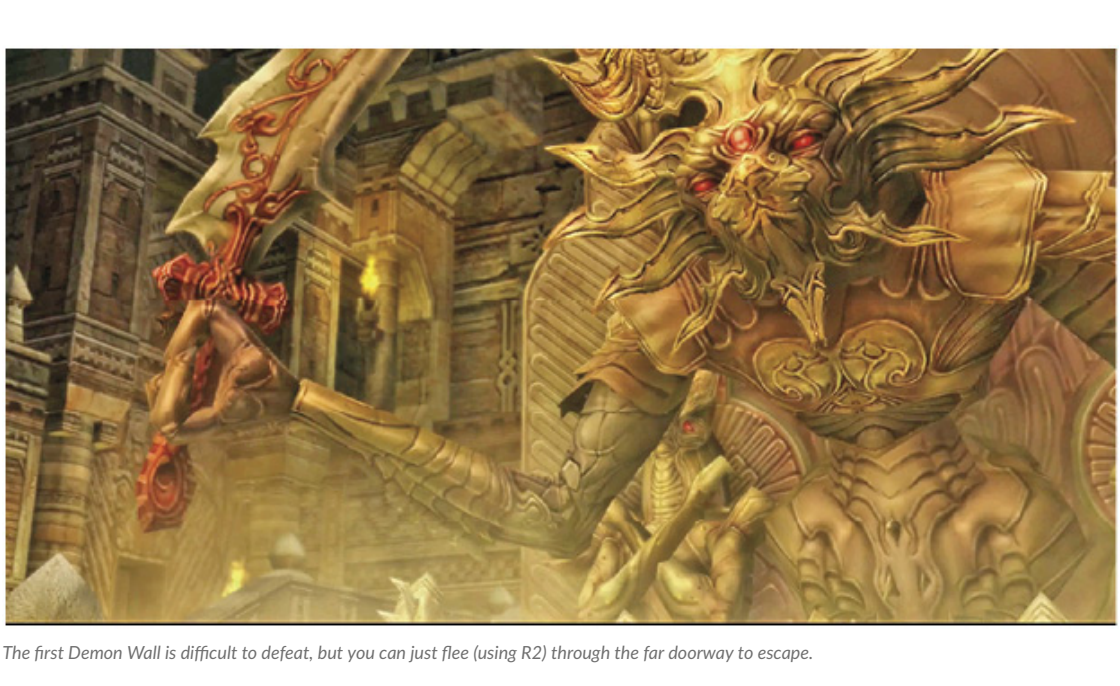
Get Past the Demon Walls

Revisit the courtyard to see Dyce, the traveling merchant, again. This guy's everywhere! Refill anything you're running low on, then upgrade weapons and armor, if you've assigned jobs and starting spending LP on equipment licenses. After doing so, head back upstairs and save your game at the Save Crystal.

Now use the nearby "Ancient Device"— a Way Stone that can teleport people to different places. This one teleports the party directly into the tomb. The party arrives in the Hall of the Destroyer. That doesn't sound good either. Another Way Stone nearby doesn't work yet, so move on.

Proceed down one of the center staircases and get ready to run! By stepping onto the main walkway, you bring to life a massive Demon Wall. This boss starts moving toward the party, blocking the walkway, forcing the party to fight or run away.

The best advice here is to run away. Just press and hold the R2 button and sprint to the door at the end of the walkway and go through. Uh oh—another Demon Wall! And this time there's no escape. It's time for a boss fight.



The first Demon Wall is difficult to defeat, but you can just flee (using R2) through the far doorway to escape.

Wall Facts

You can complete the Tomb of Raithwall level without fighting the first Demon Wall. However, you must fight the second one.

Hidden Jewel Passage

If you defeat both demon walls, a Hidden Jewel appears that opens the way to a looping hidden path below. A treasure chest is hidden at the bottom of this path, as well as an excellent area to acquire EXP, LP, and loot slaying strange fiends.

Demon Wall

Beware Banish!

The Tomb's Demon Walls share a special attack unique to them in the game—Telega! These bosses can remove your characters permanently from the field of battle, completely irretrievable. The only way to bring back a "banished" character is to move to a completely different area—one more reason to act quickly!

Flame Stoppers

Four pairs of torches (called "Altars of Contemplation") burn on the railings along the second Demon Wall's walkway. Touching a torch will either halt or speed up the wall's relentless advance. If the flame extinguishes, the wall stops for a few seconds. If the flame turns blue, though, the Demon Wall actually speeds up! It's risky, but there are more "halt" torches than "speed up" torches, so it's worth a try.

LVL	HP	EXP	LP	STEAL
16	10332	0	9	Gold Needle, Solid Stone, Quality Stone

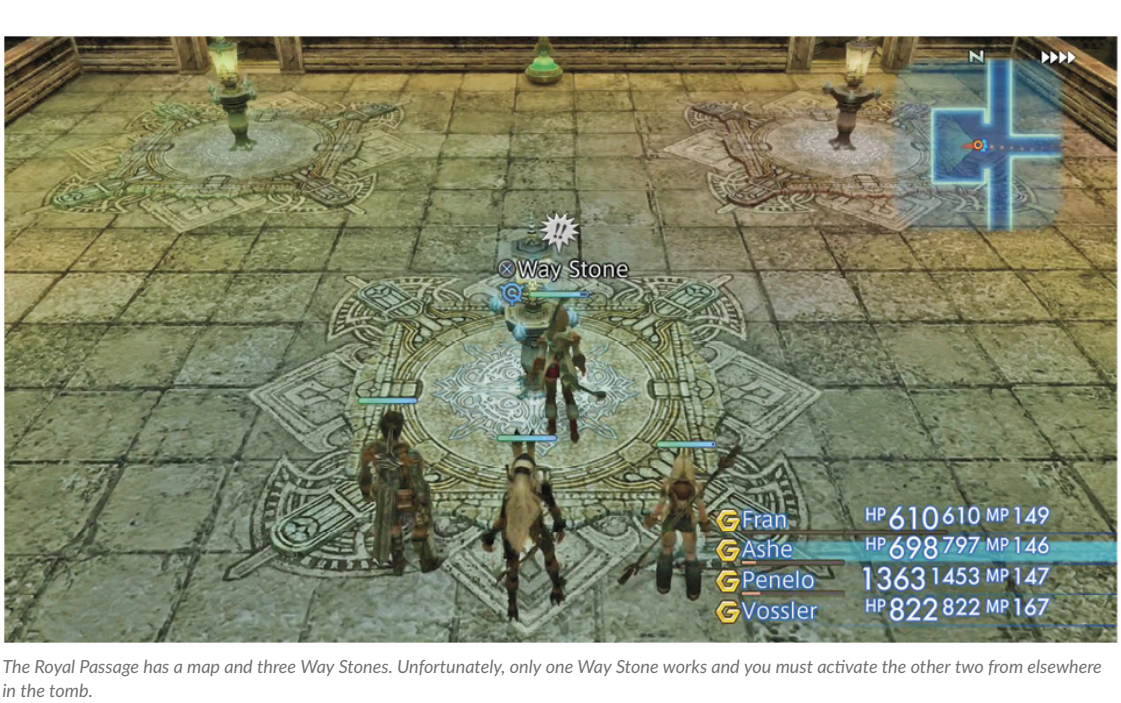
Time is precious here! The Demon Wall is moving toward the party and will crush them if you don't defeat it before it pushes them against the far wall. The moment you regain control, sprint immediately toward the wall and start attacking it. Use a party of big hitters. It also helps to have characters with gambits that automatically remove Sleep (with Alarm Clock) and Blind (with Eye Drops or Blindna) status effects, so you don't have to worry about them too much.

If you have any characters with Quickening abilities, use them while you still can, as they will knock a lot of HP out of the wall. Then just start hammering on the monster. Consider lowering or even disabling any Cure gambits that are active. Too much healing takes time away from attacking: remember, time is running out. It may be better to heal manually with Hi-Potions when characters are in a critical condition.

If you've assigned jobs and unlocked Quickening licenses for your fighters, now is an excellent time to use them. Quickening chains provide a way to freeze the forward movement of the Demon Wall while hitting it repeatedly. Defeating the first Demon Wall (the one you probably ran past at first) basically requires at least a couple powerful Quickening chains, complete with special Concurrence effects at the end.

After the victory, head west, climb the stairs, and go through the Ancient Door. Lady Ashe claims to hear the Dawn Shard's call, and so onward they go.

Open the Secret Passage



The Royal Passage has a map and three Way Stones. Unfortunately, only one Way Stone works and you must activate the other two from elsewhere in the tomb.

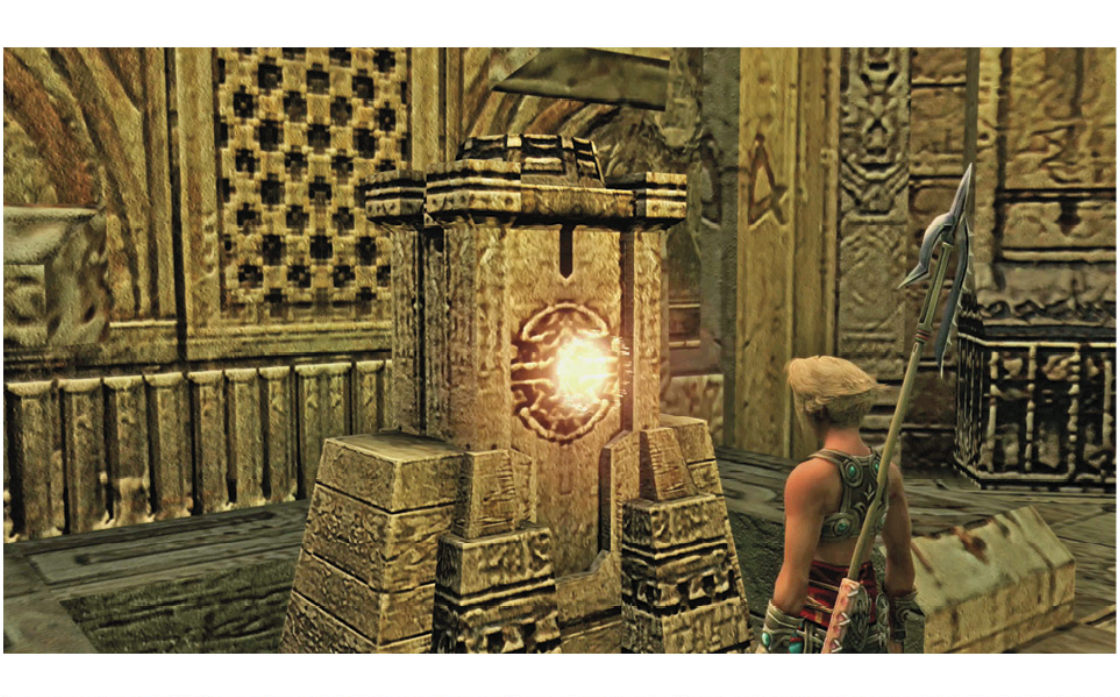
The next task is to find the secret passage to the Dawn Shard. Descend the stairs leading down to the three Way Stones and a Map Urn. Open the urn to get a full map of the Tomb of Raithwall, then check out the Way Stones:

- The white Way Stone teleports you back to the Hall of the Destroyer—the arrival area, back before the Demon Wall, thank goodness. From this location, you can use the nearby yellow Way Stone to exit the Tomb and use the Save Crystal, if you want. Just be sure to not walk in front of the first Demon Wall, unless you want a fight.
- The reddish Way Stone connects with a Way Stone in the Northfall Passage, but it doesn't work yet.
- The greenish Way Stone connects with a Way Stone in the Southfall Passage, but it doesn't work yet, either.

Northfall Passage Jewel

Go down the steep north staircase and turn right. Then take the first right, going down another staircase. At the bottom, proceed through the Ancient Door into the Northfall Passage. Follow the corridor around the first corner and knock out the two big Ragohs. Keep moving from room to room, battling through the Zombies, Ragohs, and Lesser Chimeras and descending stairs until you reach a room with a Way Stone.

Touch the luminous crimson jewel on the Northfall Pedestal to lower the nearby Mystic Altar, a large stone carved with faces blocking a secret passage to the west. The altar only sinks halfway into the floor, however, so you can't enter the passage just yet. As the altar lowers, three Zombie Mages rise and vent their anger at this intrusion, casting Dark magick spells. Wipe them out and use the Way Stone to teleport back to the reddish Way Stone on the Royal Passage platform.



The crimson jewel lowers the carved stone block halfway into the floor.

Southfall Passage Jewel

Now repeat the process going south. The Southfall Passage is a mirror image of the Northfall Passage, so follow the same steps as in the last section, only in reverse. You meet new types of undead enemies along the way: the Lich, the Skull Warrior, and the Lost Soul; like Zombies, they are weak against Cure magick.

Upon reaching the Way Stone, note that the Mystic Altar in this room has been lowered halfway already; you did this when you touched the crimson jewel in Northfall. Now touch the glowing berylline jewel set in the Southfall Pedestal to lower the Mystic Altar all the way to the floor. Unfortunately, this also releases a bunch of oil-spewing Liches into the room. Eliminate them and use Handkerchiefs to clean off any lingering Oil status.

This might be a good time to use the Way Stone network to teleport back to the Save Crystal in front of the tomb. Save your game! After doing so, return and go through the secret passage now revealed behind the lowered Mystic Altar.

Touch the green jewel in the Southfall Pedestal to open the secret passage behind the Mystic Altar.

Find the Cloister

Follow the secret passage. The Mini-Map will show the party moving through open, uncharted space. (The guide maps in this book show the parameters of secret areas, however.) Open the Ancient Door to trigger an event.

The party enters a foggy area. Fran tells Penelo it is not fog, but "Mist." It is dangerous, but dense Mist also allows for the working of powerful magicks, which could be helpful.

When the scene ends, the party stands just inside the south entrance to the Cloister of Flame. Follow the corridor to the left and down the stairs to the main floor. An entity that looks like a statue sits on a throne. But when you approach, something happens.

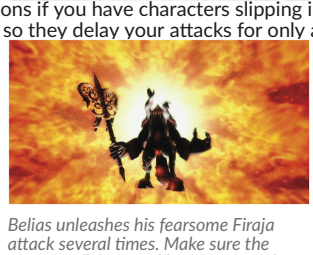
Belias, the Gigas

LVL	HP	EXP	LP	STEAL
20	15943	0	15	Aries Gem, Ether, High Arcana

Belias is a powerful Esper who hits hard with physical attacks and Fire spells, including Firaja, a Fire attack with an area effect that sometimes inflicts the Oil status. Start by casting both Protect and Shell (if you have both at your disposal) on all of your frontline fighters. Then start hammering away at Belias.

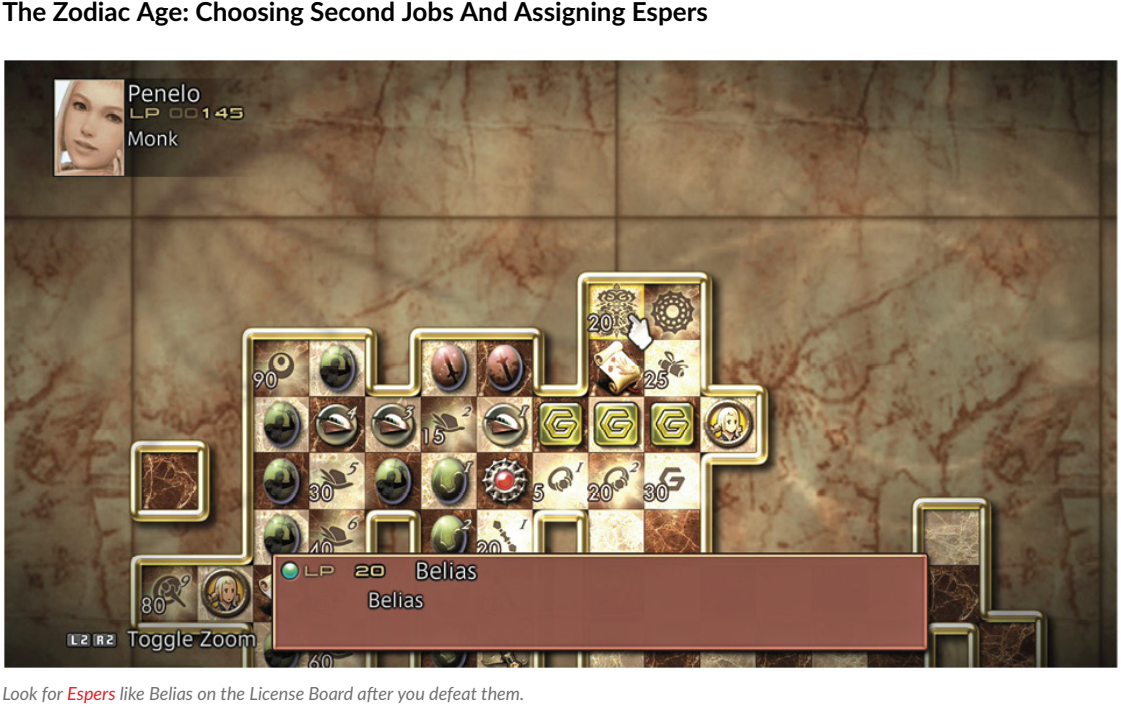
This Esper is somewhat slow to attack, so it's possible to connect with multiple hits between his attacks. Stick to Cure and

Cura to maintain health, but switch to Hi-Potions if you have characters slipping into HP Critical conditions. Remember that potions work much faster than healing spells, so they delay your attacks for only a short time.



Belias unleashes his fearsome Firaja attack several times. Make sure the party is Oil-free, and keep everyone's HP above the halfway mark at all times.

The Zodiac Age: Choosing Second Jobs And Assigning Espers



Look for Espers like Belias on the License Board after you defeat them.

When Belias finally falls, you obtain his spirit and he appears on all job license boards, available for 20 LP. Once purchased for one character, he'll disappear on the boards of all other characters—Espers can only be acquired once, for each ally. Choosing whom to gift each Esper is more complicated than it looks at first, since most Espers pave the way to important licenses on some (but not all) job boards. Check out the Zodiac Job System chapter for tools to help you plan your Esper distribution, because, like job selection itself, Esper choices cannot be redone.

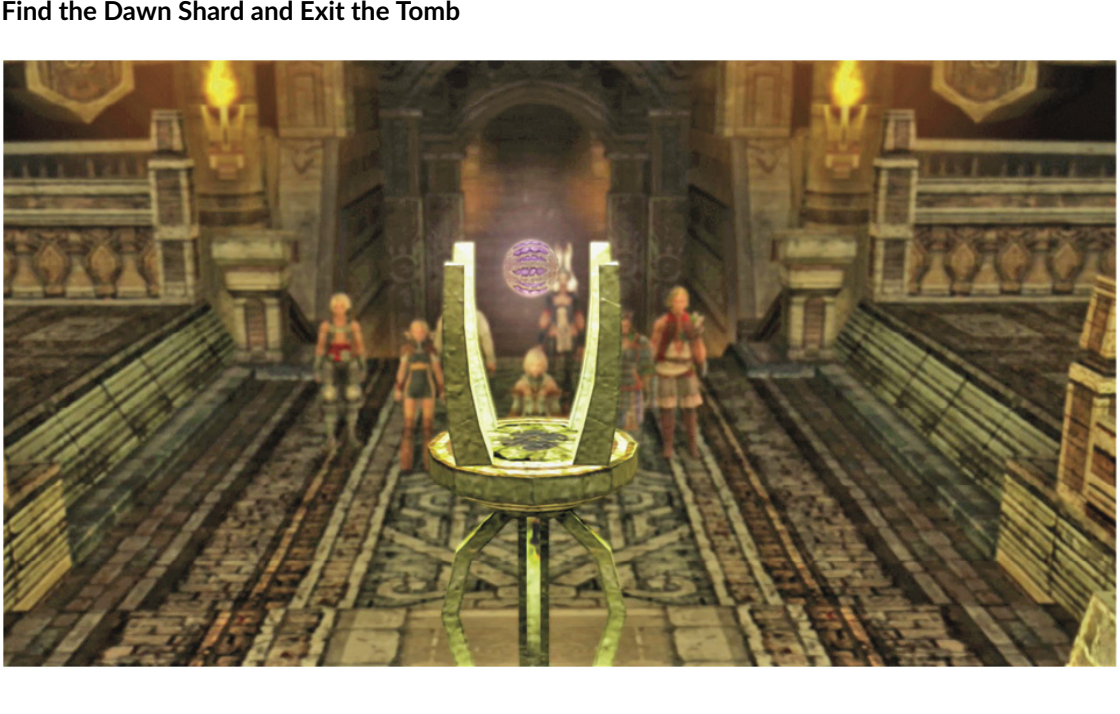
Next to the Belias license, an even more important license appears: the license that unlocks a second job license board! For the low cost of 30 LP, the full potential of a second job is opened up to each party member, with all the licenses that come with it. For much more on jobs, job choices, and party setup, see the Zodiac Job System chapter.

If you've managed to make it all the way here without assigning a job to anyone, now is the time to make a copy or two of a "master" save file outside of Tomb Raithwall—all six main party allies assembled, and twelve potential jobs to assign at once, with all the LP you've earned so far ready for spending. This clean slate can be a launchpad for all future FFXII The Zodiac Age playthroughs.

With Belias defeated and two jobs unlocked on each fighter, now is also a decent time to take a crack at Trial Mode, where Belias happens to be the stage 10 boss. Getting that far will earn some gil, some disposable items, and lots of LP to spend.

Load a main game save into Trial Mode to start an endurance attempt at stage 1. Push that run until the GAME OVER screen, then (back at the title screen) load into the main game with the most recent autosave, which will be from the highest traversed stage of Trial Mode (wherever the party finally perished). This returns you to the adventure with Trial Mode item and LP spoils intact. In this way, anywhere there is a Save Crystal, Trial Mode can be employed for sparring practice and extremely efficient LP farming. See the Trial Mode chapter for more details.

Find the Dawn Shard and Exit the Tomb

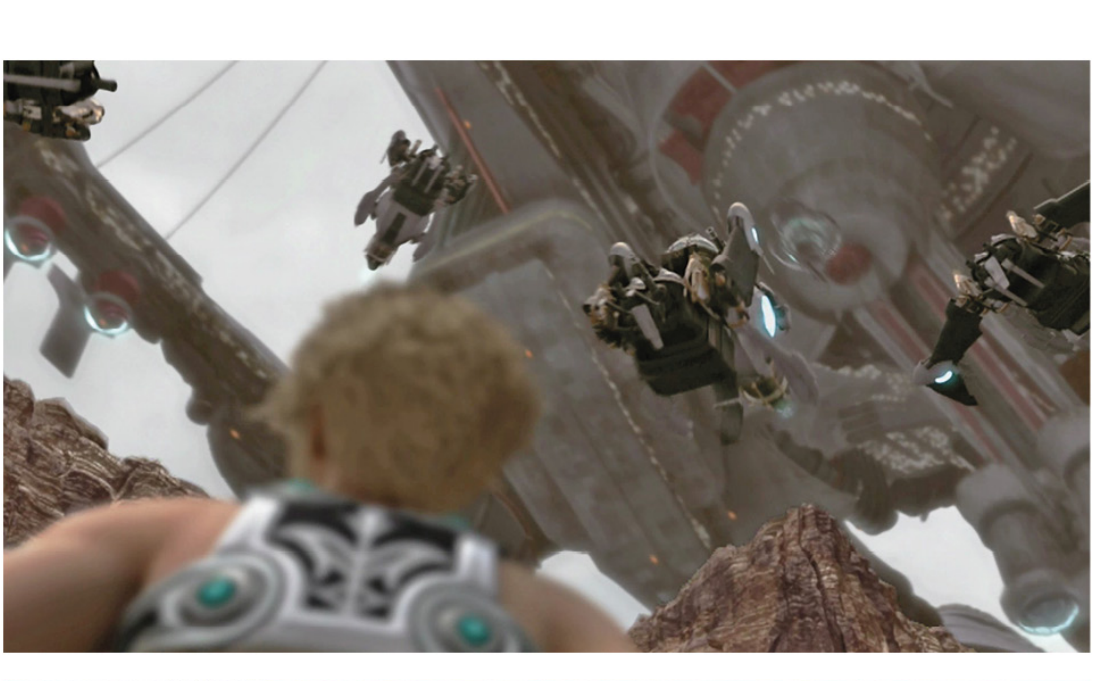


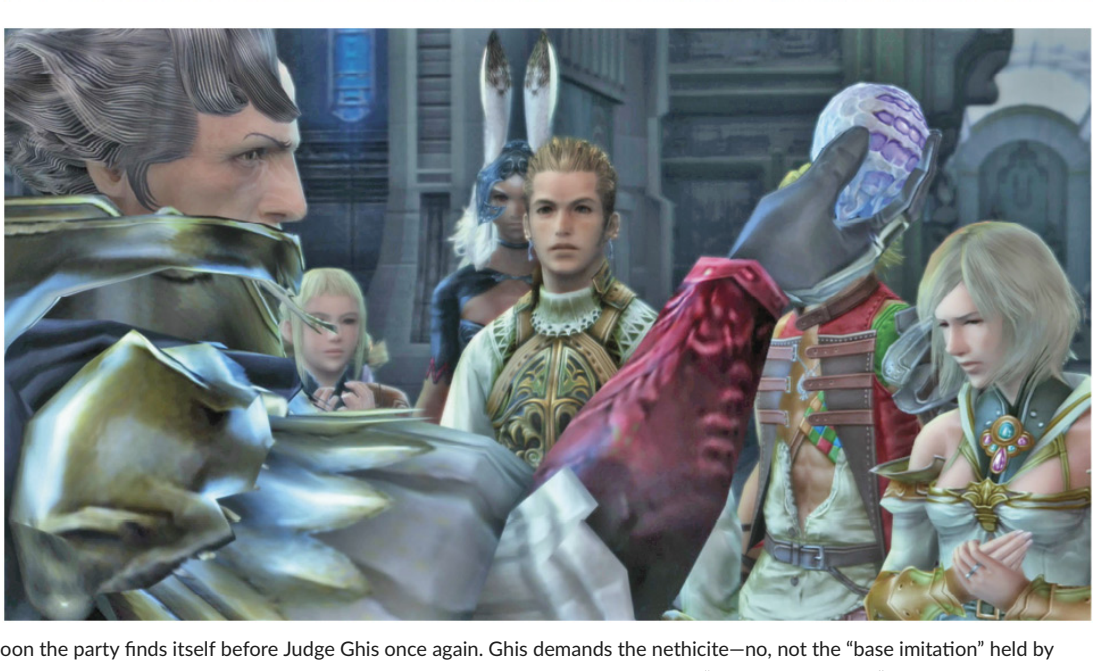
After the fight, Fran and Ashe speak of Espers and their bound relationship to the ones who conquer them. Balthier suggests that Belias has been guarding the Dynast-King's treasure, but Ashe corrects him: "Not so. Belias is the Dynast-King's treasure." Balthier, of course, is a bit disappointed.

When control returns, go forward through the door into the Chamber of First Light. Descend the stairs and walk past the Way Stone at the bottom, then climb the stairs on the opposite side. This triggers another event. The party discovers the Dawn Shard. But as Ashe approaches it, she sees a ghostly apparition.

As the apparition drifts away past the party, Lady Ashe is left holding the Dawn Shard. It now enters your inventory, and control returns to you. Return to the Way Stone you just passed at the bottom of the stairs. Use it to teleport back to the Hall of the Destroyer, then use the next (yellow) Way Stone to teleport out of the tomb to the Valley of Death.

Save your game, then proceed down the stairs toward the courtyard to trigger another series of events. An Imperial fleet, led by the Leviathan, drops in over the valley.





Soon the party finds itself before Judge Ghis once again. Ghis demands the nethicite—no, not the "base imitation" held by Penelo, which is manufacted nethicite, but rather the real thing: the Dawn Shard, "deifacted nethicite," one of the ancient relics of the Dynast-King. Apparently, Vayne wants all three of the great nethicite shards.

The 8th Fleet of the Archadian Imperial Army
Light Cruiser Class Airship *Shiva*

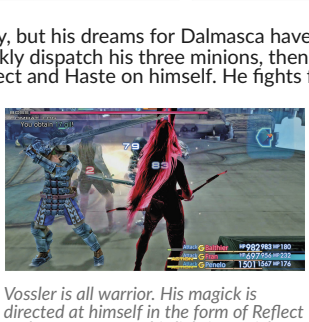
Ashe turns over the stone. The party is sent off to the Light Cruiser Shiva while Ghis orders his science staff to assess the Dawn Shard's powers. But as the Imperial nethicite research begins, Fran, sensitive to the Mist, is suddenly stricken.

It becomes clear that Ghis plans to usurp the Archadian throne from Vayne with the aid of this deifacted nethicite. Back on the Shiva, Fran, driven into a frenzy by the nethicite experiment on the Leviathan, decimates the guards. The party attempts to escape, but Vossler leaps in their way. And thus begins another boss battle.

Vossler

LVL	HP	EXP	LP	STEAL
20	9318	0	30	Potion, Hi-Potion, Black Belt

What a shame. Vossler seemed like a good guy, but his dreams for Dalmasca have pushed him to the dark side. He's a rugged warrior, and this fight can be very tough. Quickly dispatch his three minions, then focus on the boss. Magick attacks should work at first, but soon Vossler casts both Reflect and Haste on himself. He fights fast, with good combo attacks, and you must respond with pure physical combat.



Vossler is all warrior. His magick is directed at himself in the form of Reflect and Haste. Beware his lighting-quick combo attacks.

You may consider summoning the Esper Belias for this fight, as he can make short work of Vossler and company. Alternately, if you have Quickenings at your disposal, try using them right away. You may wipe out Vossler's trio of guards and damage him significantly if you can put together a Quickening hit chain and trigger Inferno or Cataclysm.

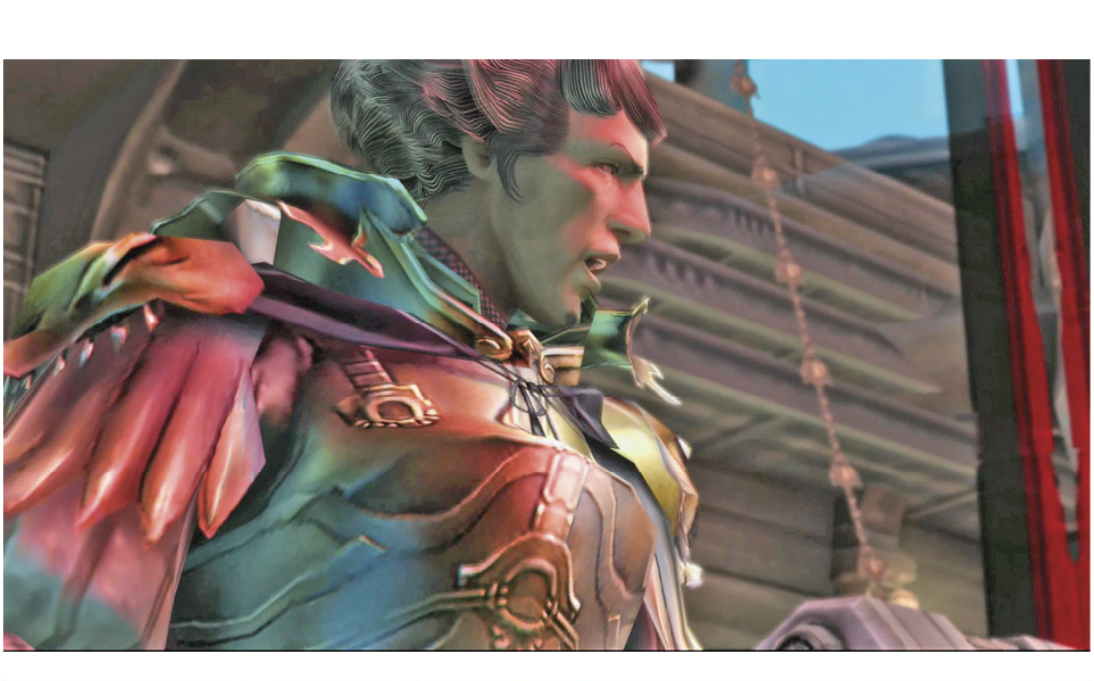
Fran is still suffering from the effects of Berserk, so she's out of control but she won't attack the party members. Instead, she focuses her attacks on Vossler and his crew.

Vossler unleashes more and faster combinations as his HP drops to critical, but you have six characters' worth of HP and MP to burn through, so you can outlast him. When Vossler falls, victory is bittersweet, for it is clear that he has no personal ambition. He is purely, as he says, "a son of Dalmasca."

Let Fran Rip

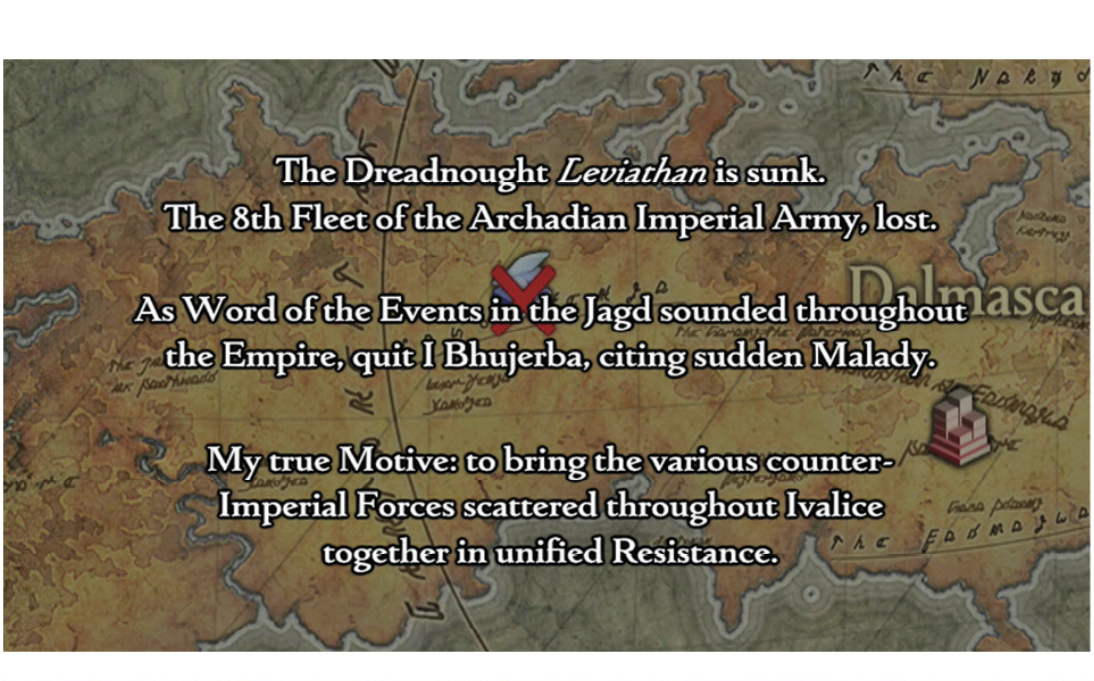
Fran is berserk as the fight opens, which means you can't control her. That's not a problem, though. Just keep her healed, as she can dish out a lot of hurt to the bad guys.

Meanwhile, things are going crazy on the bridge of the Leviathan. The nethicite is overloading the ship's systems, the power test is spinning out of control and Ghis gets his proof of the Dynast-King's power.



Somehow, Balthier manages to pilot a craft out of the inferno. The Dawn Shard can be seen emerging as well, and soon they are after it.

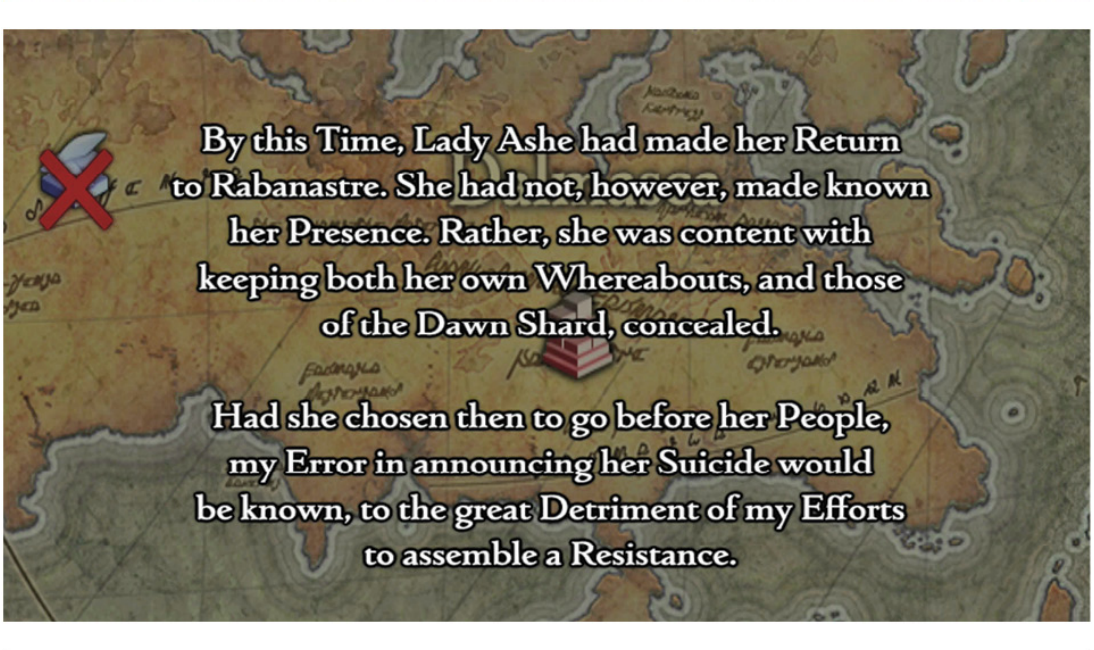
This segment ends with another excerpt from the memoirs of the Marquis Ondore. He writes of leaving Bhujerba, seeking to bring together scattered pockets of the Resistance throughout Ivalice into a unified movement. Meanwhile, Lady Ashe and crew return to Rabanastre to lay low for awhile and bide their time. The scene shifts to the Imperial City of Archades...



The Dreadnought *Leviathan* is sunk.
The 8th Fleet of the Archadian Imperial Army, lost.

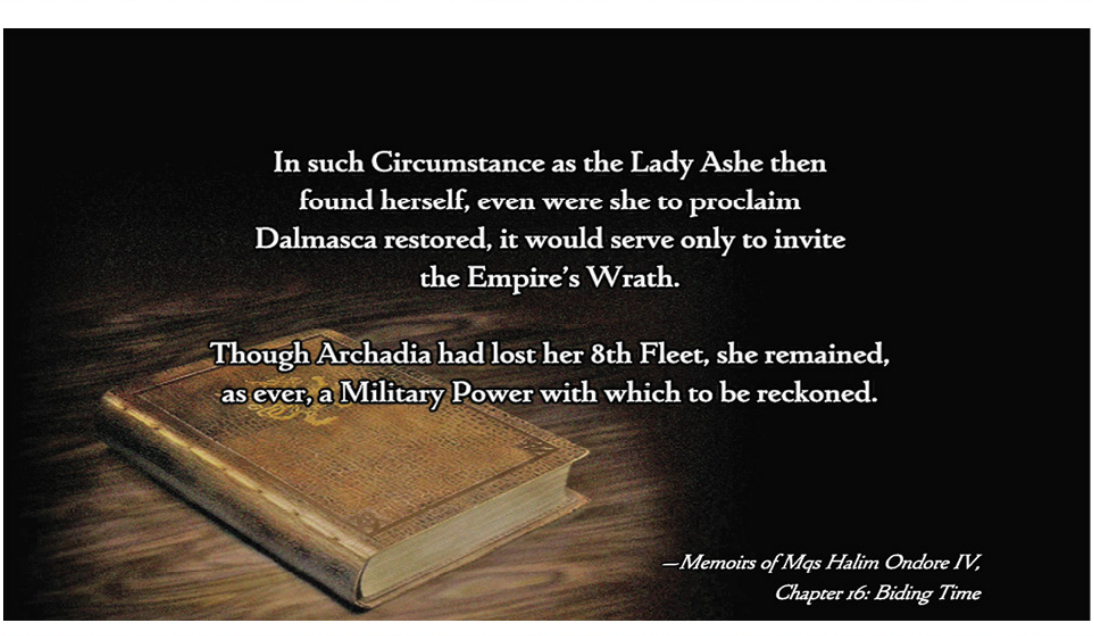
As Word of the Events in the Jagd sounded throughout
the Empire, quit I Bhujerba, citing sudden Malady.

My true Motive: to bring the various counter-
Imperial Forces scattered throughout Ivalice
together in unified Resistance.



By this Time, Lady Ashe had made her Return
to Rabanastre. She had not, however, made known
her Presence. Rather, she was content with
keeping both her own Whereabouts, and those
of the Dawn Shard, concealed.

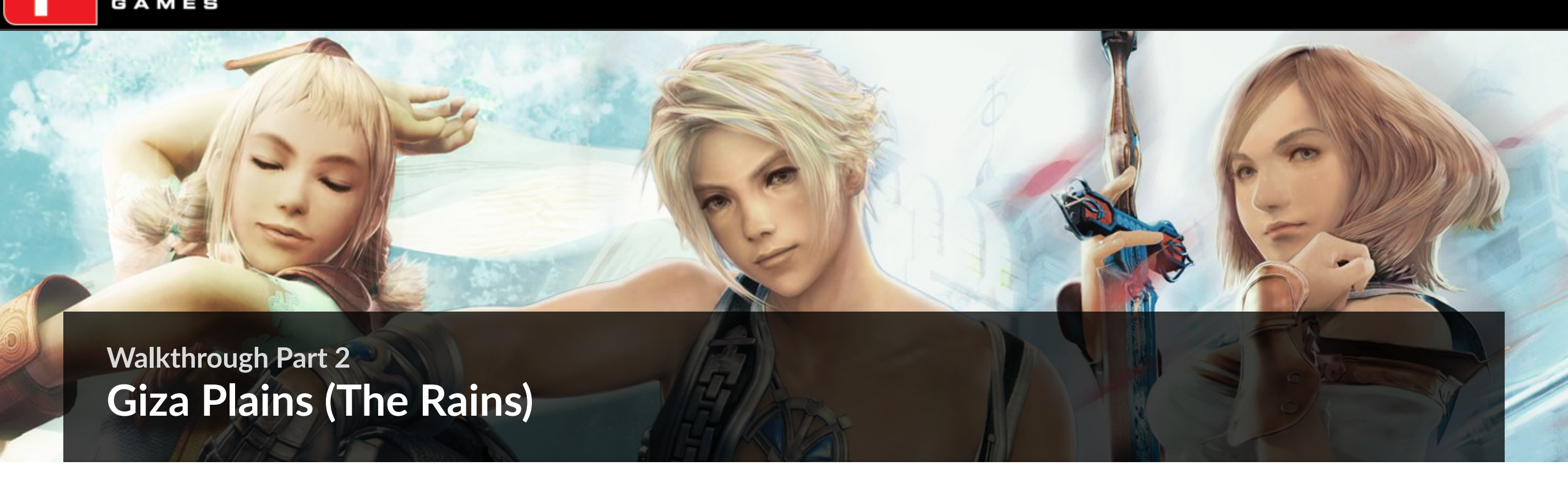
Had she chosen then to go before her People,
my Error in announcing her Suicide would
be known, to the great Detriment of my Efforts
to assemble a Resistance.



In such Circumstance as the Lady Ashe then
found herself, even were she to proclaim
Dalmasca restored, it would serve only to invite
the Empire's Wrath.

Though Archadia had lost her 8th Fleet, she remained,
as ever, a Military Power with which to be reckoned.

—Memoirs of Mqs Halim Ondore IV,
Chapter 16: Biding Time



Walkthrough Part 2

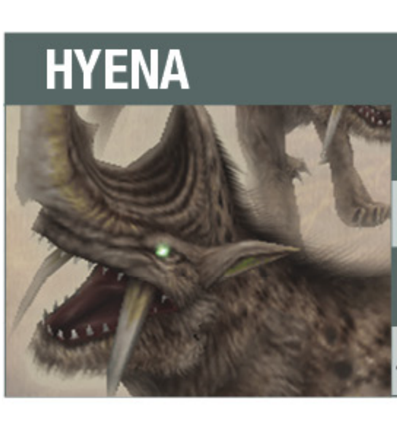
Giza Plains (The Rains)

OBJECTIVE

Meet with the Garif

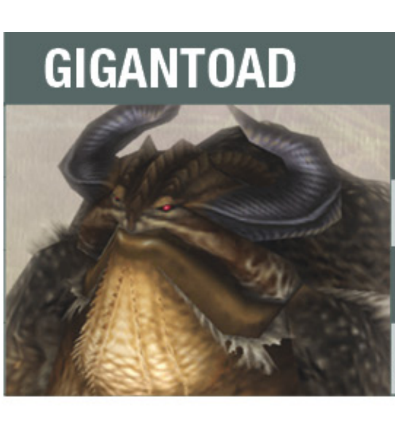
Cross the wet, swampy Giza Plains and the Ozmone Plain to find the Garif village and speak to the elders.

HYENA



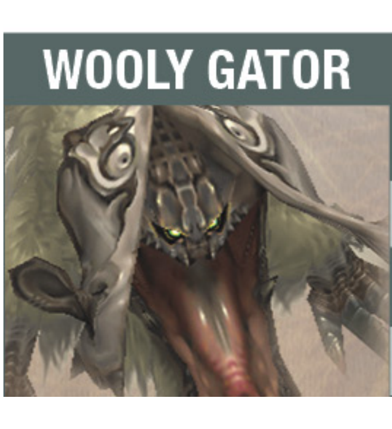
LEVEL	HP
18-19	940-960
EXP	**LP**
442-444	1

GIGANTOAD



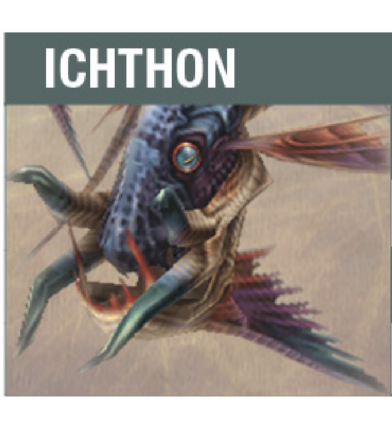
LEVEL	HP
19-20	1469-1489
EXP	**LP**
848-850	1

WOOLY GATOR

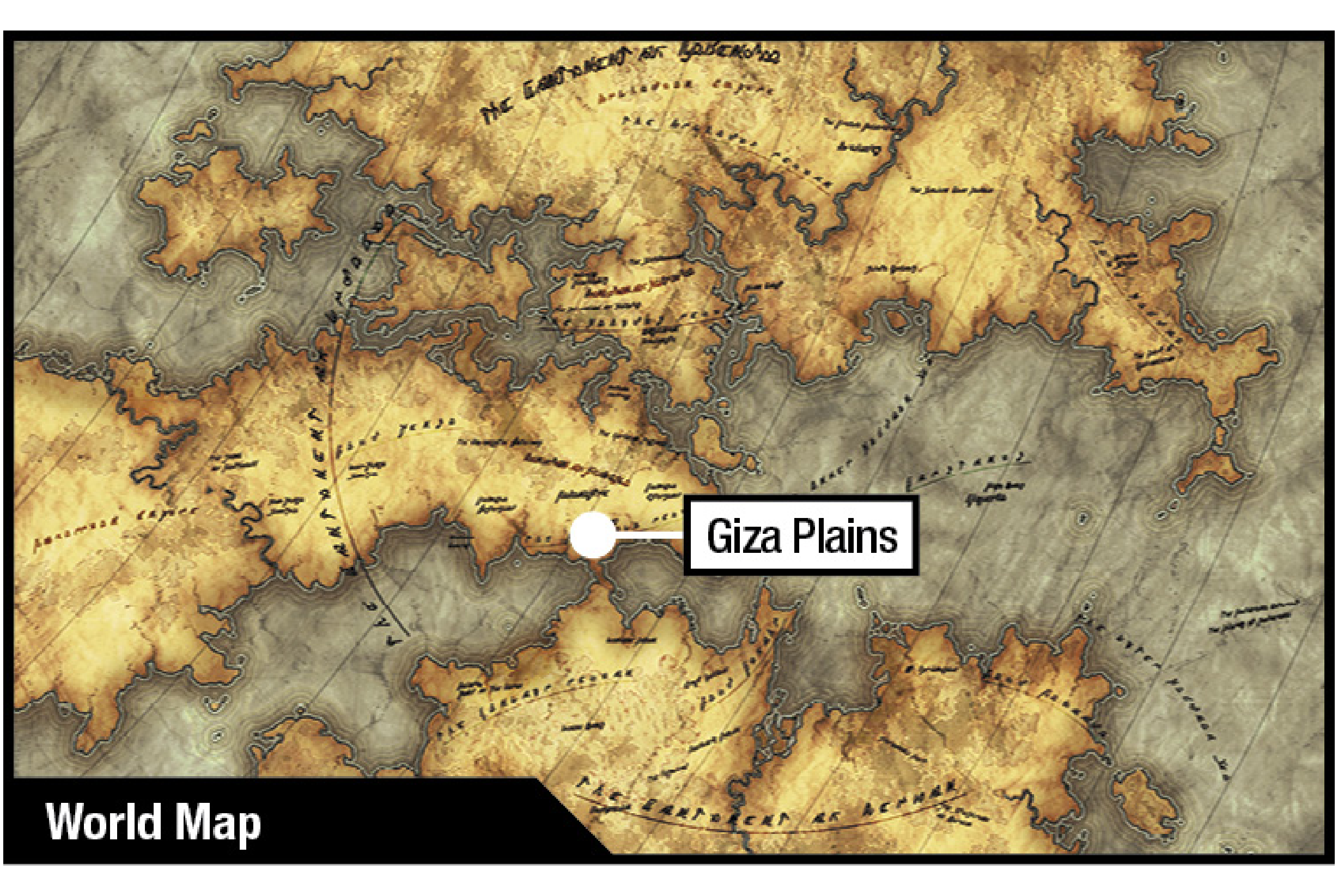


LEVEL	HP
21-22	2233-2253
EXP	**LP**
1131-1333	1

ICHTHON



LEVEL	HP
18-21	1293-1326
EXP	**LP**
777-789	1

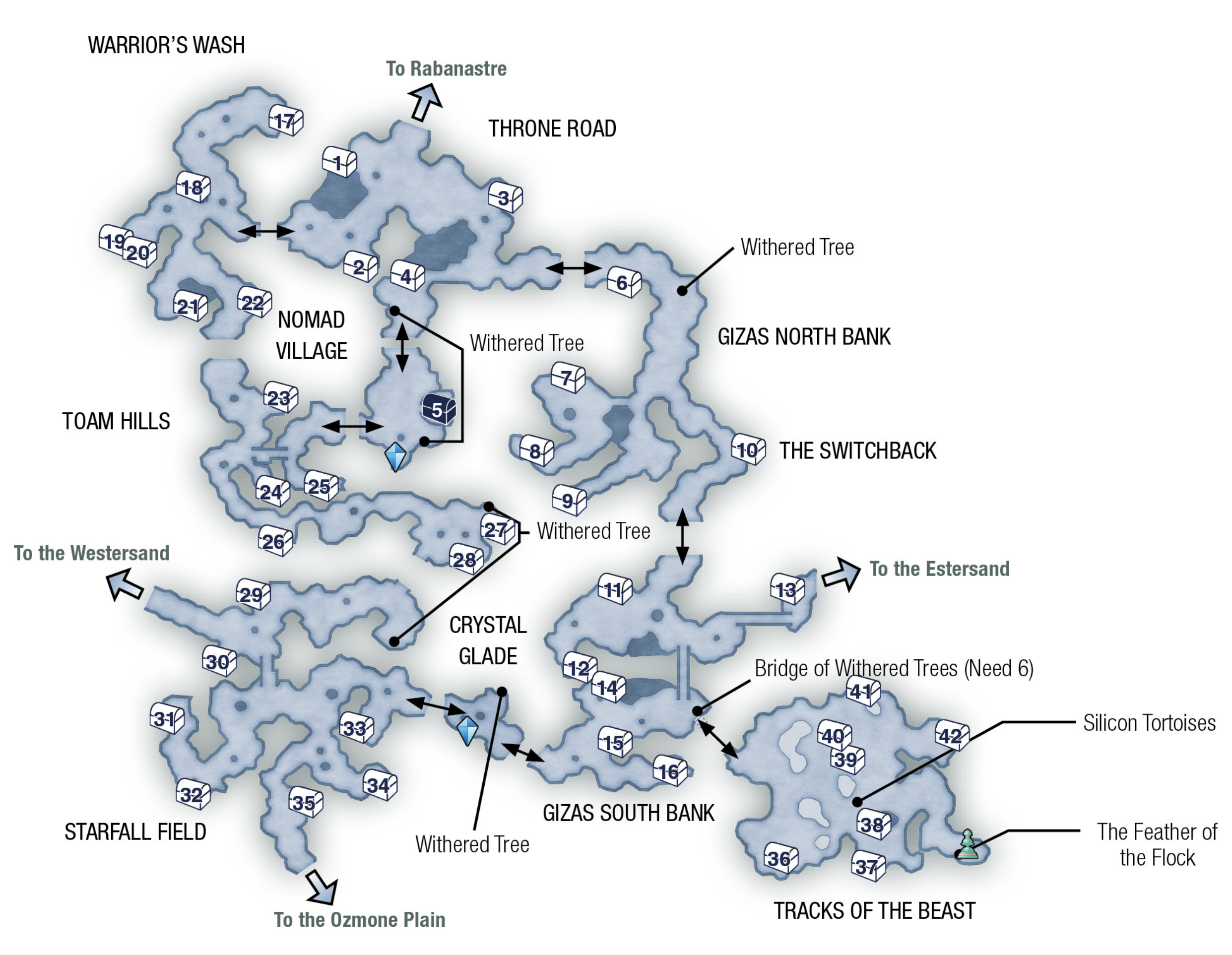


Action Checklist

1. Cross the rainy Giza Plains.

2. Cross the Ozmone Plain.

3. Find the Garif village and speak to the Great-chief.



TREASURE TABLE LEGEND:

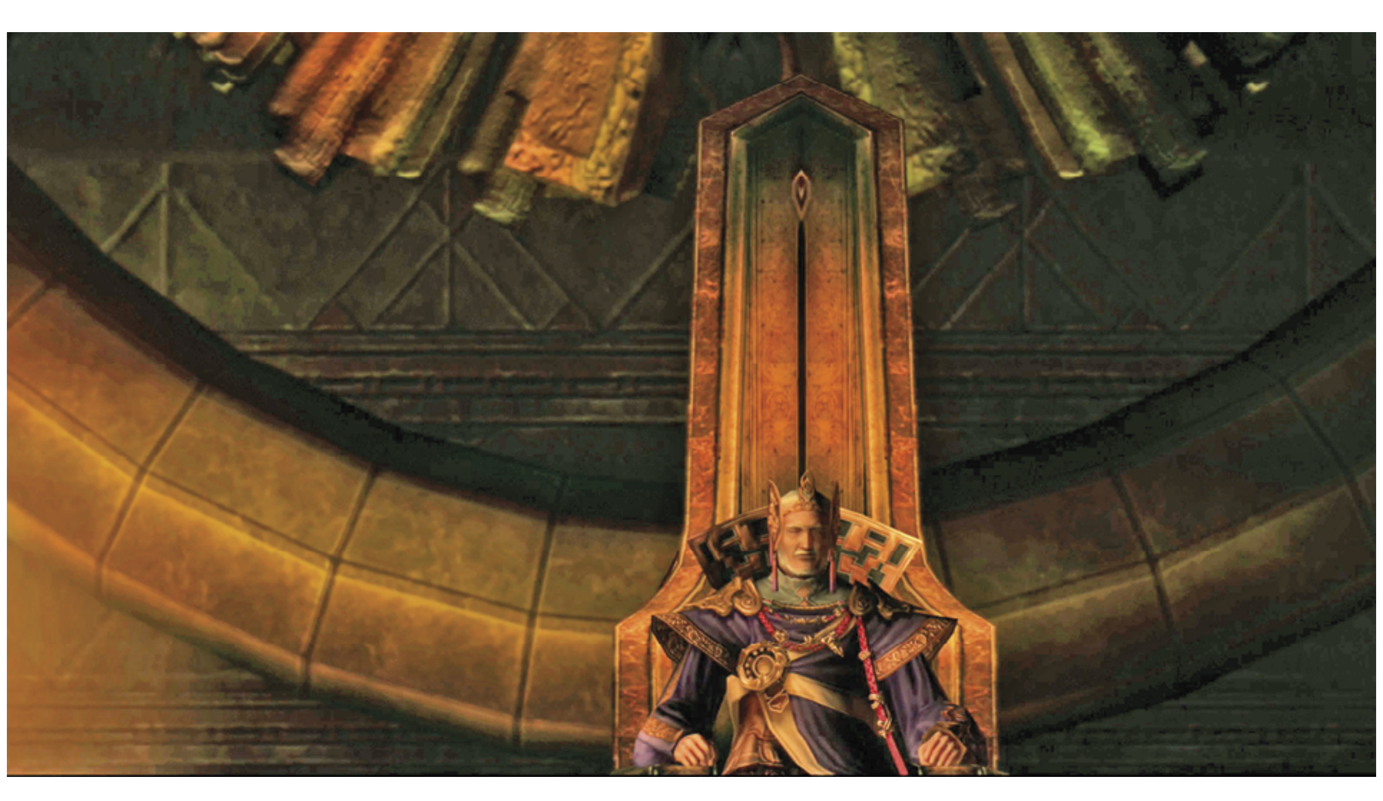
1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	30%	~260	Lightning Fang	Ether	Knot of Rust	Meteorite (A)
2	80%	30%	~260	Phoenix Down	Eye Drops	Knot of Rust	Meteorite (A)
3	80%	30%	~260	Ether	X-Potion	Knot of Rust	Meteorite (A)
4	80%	30%	~260	Chronos Tear	Phoenix Down	Knot of Rust	Meteorite (B)
5	100%	0%	—	Regen	Regen	Regen	Regen
6	75%	40%	~230	Potion	Gravity Mote	Knot of Rust	Meteorite (A)
7	75%	40%	~230	Chronos Tear	Phoenix Down	Knot of Rust	Meteorite (C)
8	75%	30%	~400	Ether	Iron Pole	Knot of Rust	Meteorite (A)
9	75%	30%	~400	Ether	Slasher	Knot of Rust	Meteorite (A)
10	75%	40%	~230	Potion	Balance Mote	Knot of Rust	Meteorite (B)
11	80%	40%	~270	Dark Mote	Potion	Knot of Rust	Meteorite (A)
12	80%	60%	~350	Remedy	Golden Helm	Knot of Rust	Meteorite (A)
13	80%	40%	~270	Potion	Bio Mote	Knot of Rust	Meteorite (A)
14	80%	60%	~350	Aqua Mote	Leather Gorget	Knot of Rust	Meteorite (B)
15	80%	40%	~270	Aqua Mote	Hi-Ether	Knot of Rust	Meteorite (A)
16	80%	40%	~270	Balance Mote	Potion	Knot of Rust	Meteorite (A)
17	80%	35%	~300	Ether	Rose Corsage	Knot of Rust	Meteorite (A)
18	80%	35%	~280	Ether	Potion	Knot of Rust	Meteorite (B)
19	80%	35%	~280	Hi-Potion	Feathered Cap	Knot of Rust	Meteorite (A)
20	80%	35%	~280	Chronos Tear	Hi-Ether	Knot of Rust	Meteorite (C)
21	80%	35%	~280	Potion	Green Beret	Knot of Rust	Meteorite (A)
22	80%	35%	~280	Ether	Gold Needle	Knot of Rust	Meteorite (A)
23	80%	30%	~250	Handkerchief	Potion	Knot of Rust	Meteorite (B)
24	80%	30%	~250	Potion	Bio Mote	Knot of Rust	Meteorite (A)
25	80%	30%	~250	Prince's Kiss	Bacchus' Wine	Knot of Rust	Meteorite (A)
26	80%	30%	~250	Gold Needle	Ether	Knot of Rust	Meteorite (C)
27	80%	30%	~250	Potion	Ether	Knot of Rust	Meteorite (A)
28	80%	30%	~250	Echo Herbs	Phoenix Down	Knot of Rust	Meteorite (A)
29	80%	50%	~220	Potion	Potion	Knot of Rust	Meteorite (A)
30	80%	50%	~220	Antidote	Phoenix Down	Knot of Rust	Meteorite (A)
31	75%	55%	~300	Hi-Potion	Float Mote	Knot of Rust	Meteorite (A)
32	80%	50%	~220	Antidote	Potion	Knot of Rust	Meteorite (B)
33	75%	55%	~300	Gold Needle	Remedy	Knot of Rust	Meteorite (C)
34	80%	50%	~200	Potion	Hi-Ether	Knot of Rust	Meteorite (A)
35	80%	60%	~180	Balance Mote	Gravity Mote	Knot of Rust	Meteorite (A)
36	80%	50%	~330	Remedy	Flametongue	Knot of Rust	Meteorite (A)
37	80%	50%	~330	Hi-Ether	Survival Vest	Knot of Rust	Meteorite (C)
38	80%	50%	~330	Hi-Ether	Traveler's Vestment	Knot of Rust	Meteorite (A)
39	80%	50%	~330	Aqua Mote	Shock Mote	Knot of Rust	Meteorite (A)
40	80%	50%	~330	Hi-Ether	Magoroku	Knot of Rust	Meteorite (A)
41	80%	50%	~330	Phoenix Down	Main Gauche	Knot of Rust	Meteorite (B)
42	80%	50%	~330	Remedy	Golden Armor	Knot of Rust	Meteorite (C)

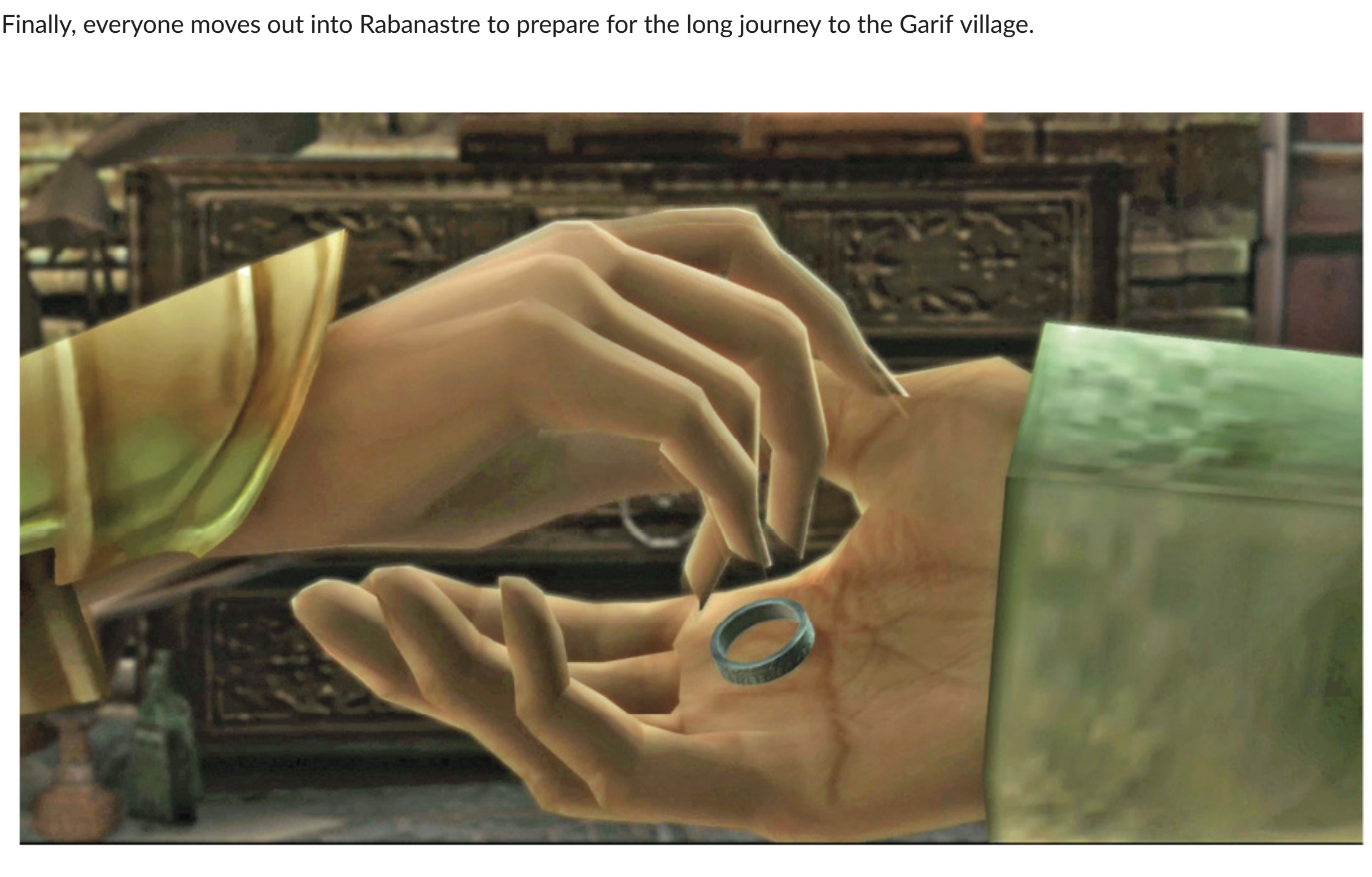
The Story Continues...

Back in the Archadian Senate, the Emperor hears reports of Rozarrian war exercises, believed to be a precursor to an actual strike. Some Senators are clearly displeased with what they consider to be Lord Vayne's capricious actions.



Meanwhile, back in Dalmasca, the party discusses the Dawn Shard's awesome destructive force. It is becoming clear to Ashe and the others that Vayne seeks the power of deifacted nethicite for himself, a power that can subjugate all of Ivalice. Vayne most likely already has both the Dusk Shard and the Midlight Shard. Lady Ashe claims she will fight back with the Dawn Shard. She speaks of vengeance—but does she know how to use the stone?

Fran says that the Garif may know. Magicite lore is part of their culture. Ashe asks to be taken there, beyond Ozmone Plain. Finally, everyone moves out into Rabanastre to prepare for the long journey to the Garif village.



Prep for the Journey

Take some time in Rabanastre to visit Montblanc at the Clan Hall for rewards, upgrade equipment, and shop for magicks, technicks, and gambits. This is also a good time to check out the Notice Board at the Sandsea and complete a hunt or two for some extra gil. By now, after you clear the initial Thextera hunt, you'll be able to hunt monsters like Wraith, Nidhogg, Rocktoise, Wyvern Lord, Croakadile, and more, sharpening the party's fangs and acquiring lots of great rewards. When you're ready, exit the city via Southgate and head into the Giza Plains.

Giza Plains (The Rains)

Cross the Wet Plains

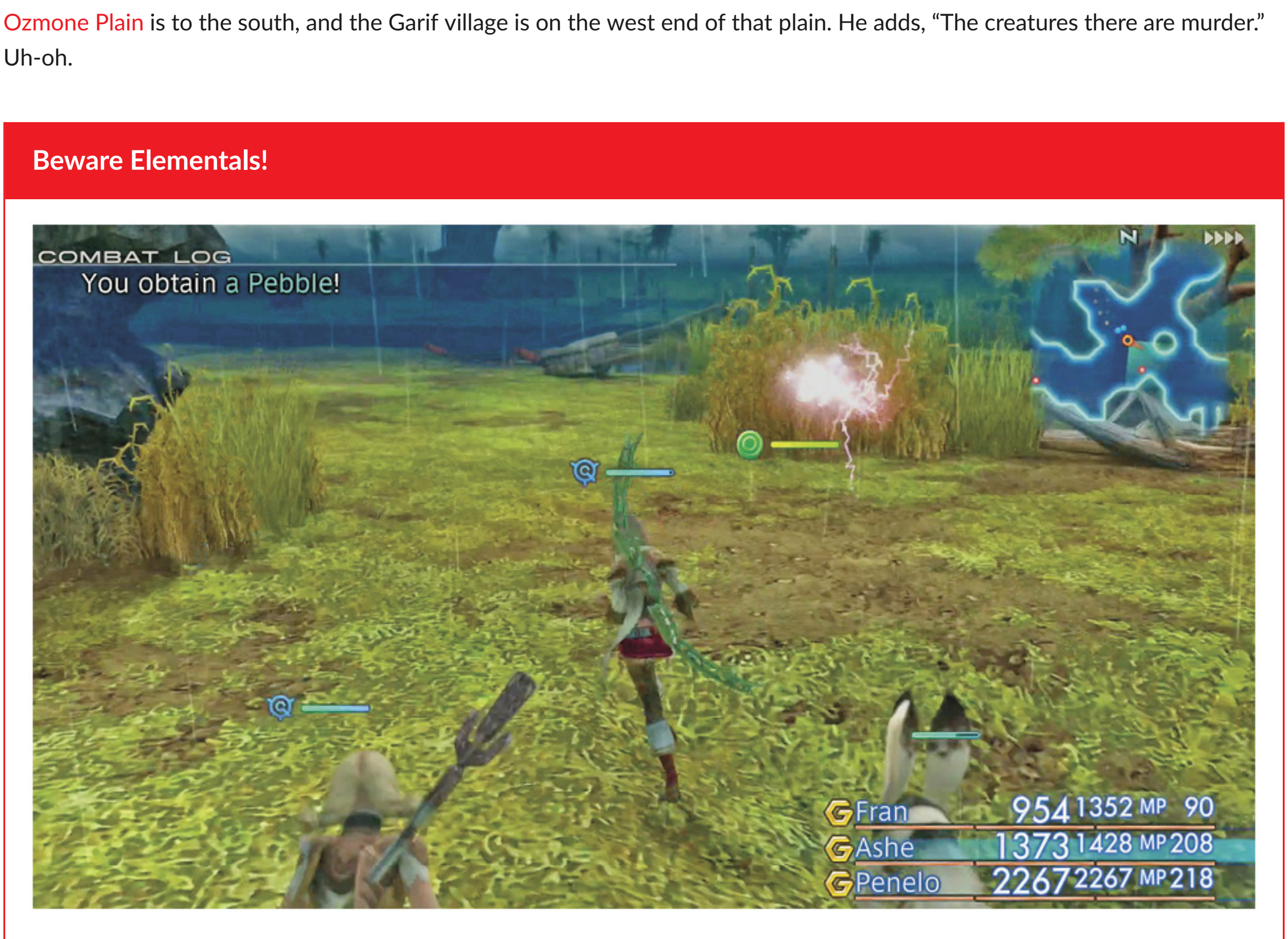
Wow, Giza looks different, doesn't it? The geography alters considerably once the rainy season kicks in; the "wadis" are swollen with the deluge. A new set of monsters roams the swampy plains, and treasure locations have changed. But the general movement from area to area is still the same.

TARGET INFO
Lv.21 Wooly Gator A
HP 2233 2233
Weak:
Fran 1185 1352 MP 65
Ashe 1052 1428 MP 208
Penelo 2089 2217 MP 166

Hey, everything's all wet! Wooly Gators are hopping out of the wash, too.

Fight south through the Hyenas and Gigantoads in Throne Road until you exit into the Nomad Village area. The nomads have packed up and left until the rains end, but the Save Crystal is still here. Talk to the nearby Weary Seeq to learn that the Ozmone Plain is to the south, and the Garif village is on the west end of that plain. He adds, "The creatures there are murder." Uh-oh.

Beware Elementals!



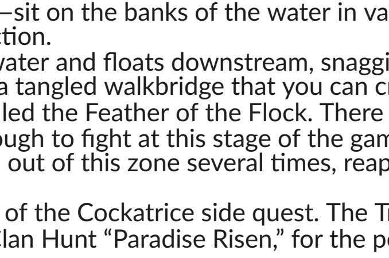
Watch out for sparkling elementals that drift randomly through certain areas, like the Storm Elemental that appears when it's raining in Giza Plains. An elemental is usually neutral, but if you should cast any magicks within its vicinity, it will immediately turn hostile and cast strong magicks of its own at your party.

In general, it's wise to avoid elementals in the early going. Therefore, if an elemental is nearby, either manually switch off your active characters' gambits to avoid auto-combat and wait until the entity drifts away, or (better yet) just hold down the R2 button and flee, then return after a few seconds.

If other enemies are present near an elemental, you really should just flee. These other foes may notice you and give chase, but keep running! Wait until you are well clear of the elemental before releasing the R2 button to attack the foes that gave chase. If you do attract an elemental's attention, there are usually zone lines nearby and you can always run into the next area.

Of course, you can try to fight these elementals, but make sure your characters are both at a high level and well-equipped.

Side Quest: Withered Tree Bridge

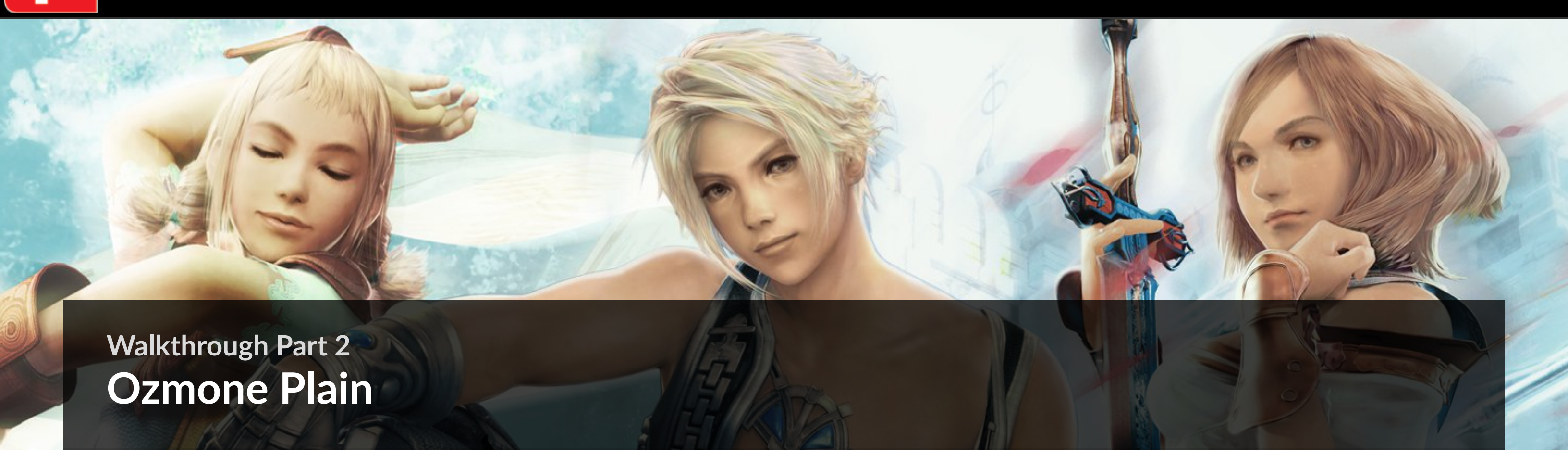


A number of Withered Trees—six, to be exact—sit on the banks of the water in various parts of the Giza Plains. All six locations are marked on the Giza Plains maps in this section.
If you strike a Withered Tree, it falls into the water and floats downstream, snagging at a spot in the Gizas South Bank. When all six Withered Trees are snagged, they form a tangled walkbridge that you can cross into an area called Tracks of the Beast. There, you'll find an Urn that holds an item called the Feather of the Flock. There are also three extremely powerful Silicon Tortoises, all at Level 37 and most likely too tough to fight at this stage of the game. Despite the overwhelming monsters for this stage, it's worth your while to duck in and out of this zone several times, reaping the equipment upgrades found in the treasure chests here.
Obtaining the Feather of the Flock is one part of the Cockatrice side quest. The Tracks of the Beast area is also where a clan mark appears when you take on the Rank III Clan Hunt "Paradise Risen," for the petitioner Nanau. See the "Side Quest" chapter for more details on both of these side events.

You can certainly explore any of the areas not mentioned in this walkthrough, seeking EXP, LP, dropped items, and treasure, all of which are useful and necessary for success. But this is a "story walkthrough," so this section presents the most direct route to Ozmone Plain.

Exit west into the Toam Hills, cross the bridge to the west, then head south and east along the narrow banks of the river to the passage into Starfall Field. Watch for a Wooly Gator and a pair of Ichthons along the way. They are not aggressive, but you can attack them if you want EXP, LP, or the loot items.

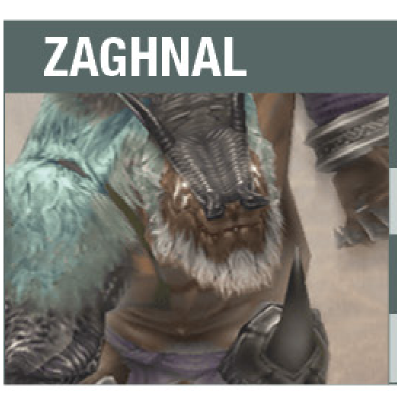
You can exit to the south into the Ozmone Plain from Starfall Field. If you feel like exploring, however, you can proceed west into the Crystal Glade to find a Save Crystal, then on to the Gizas South Bank. If you chopped down all six of the Withered Trees in the Giza Plains, you can cross over a bridge of entangled driftwood to the area mentioned earlier, Tracks of the Beast. The monsters there will be too tough to take on yet, but the treasure chests contain big equipment upgrades for the party.



Walkthrough Part 2

Ozmone Plain

ZAGHNAL

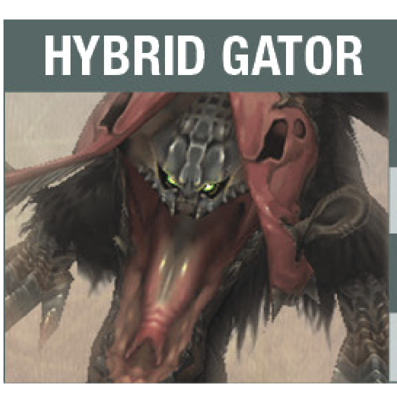


LEVEL	HP
23-24	3157-3179
EXP	LP
1201-1206	2

ZU

LEVEL	HP
21-22	1880-1896
EXP	LP
1025-1029	1

HYBRID GATOR

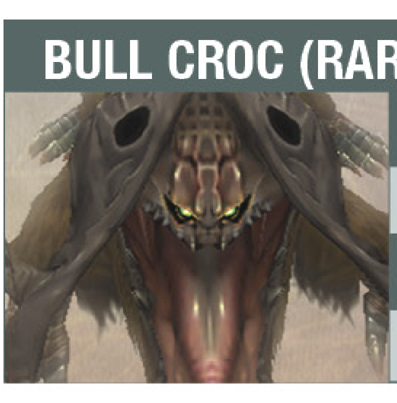


LEVEL	HP
21-23	2233-2273
EXP	LP
1131-1135	1

WU

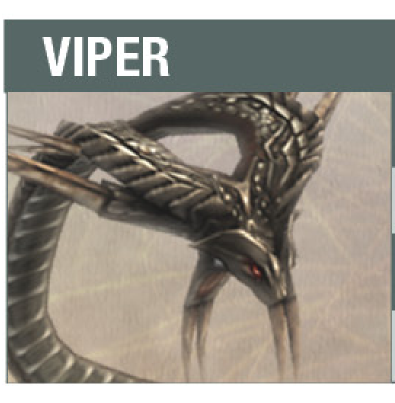
LEVEL	HP
20-22	1689-1729
EXP	LP
813-817	1

BULL CROC (RARE GAME)



LEVEL	HP
23-24	13968-14078
EXP	LP
2075-2168	5

VIPER



LEVEL	HP
20-21	1410-1430
EXP	LP
919-921	1

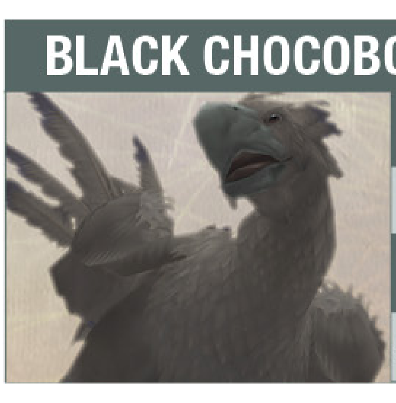
MESMENIR

LEVEL	HP
20-22	1528-1568
EXP	LP
848-852	1

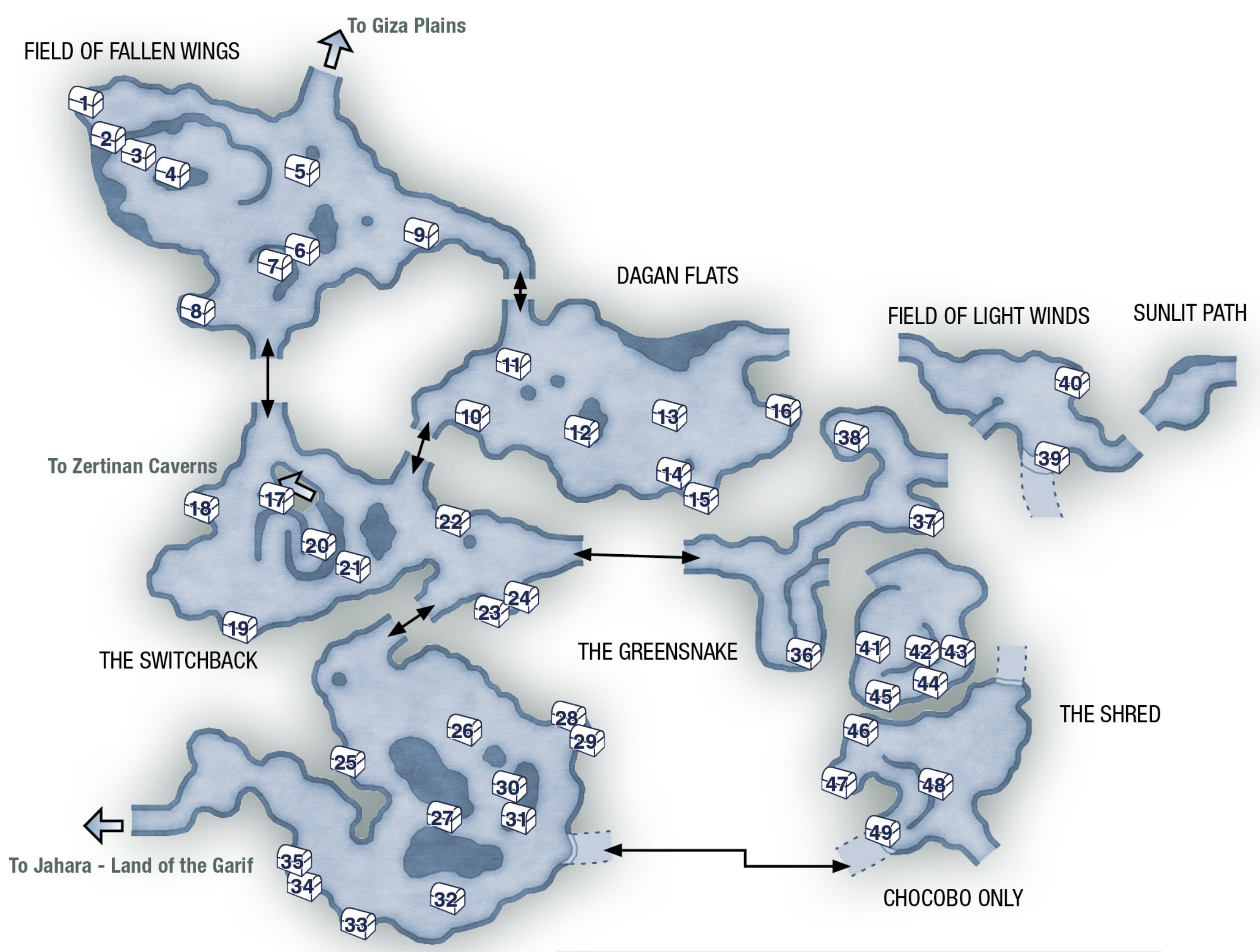
RED CHOCOBO

LEVEL	HP
19-23	1116-1180
EXP	LP
687-703	1

BLACK CHOCOBO



LEVEL	HP
19-23	1116-1180
EXP	LP
687-703	1


FIELD OF FALLEN WINGS
To Giza Plains
DAGAN FLATS
FIELD OF LIGHT WINDS
SUNLIT PATH
To Zertinan Caverns
THE SWITCHBACK
THE GREENSNAKE
THE SHRED
To Jahara - Land of the Garif
HAULO GREEN
CHOCOBO ONLY
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TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	40%	~250	Potion	Potion	Knot of Rust	Meteorite (A)
2	80%	40%	~250	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
3	80%	40%	~250	Dispel Mote	Chainmail	Knot of Rust	Meteorite (A)
4	80%	40%	~250	Soleil Fang	Dark Mote	Knot of Rust	Meteorite (A)
5	80%	40%	~250	Chronos Tear	Phoenix Down	Knot of Rust	Meteorite (A)
6	80%	40%	~250	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
7	80%	40%	~250	Ether	Dark Mote	Knot of Rust	Meteorite (A)
8	80%	40%	~250	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
9	80%	40%	~250	Gold Needle	Heavy Lance	Knot of Rust	Meteorite (A)
10	80%	40%	~250	Ether	Echo Herbs	Knot of Rust	Meteorite (A)
11	80%	40%	~250	Echo Herbs	Hi-Potion	Knot of Rust	Meteorite (A)
12	80%	40%	~250	Gold Needle	Remedy	Knot of Rust	Meteorite (A)
13	80%	40%	~250	Antidote	Echo Herbs	Knot of Rust	Meteorite (C)
14	80%	40%	~250	Echo Herbs	Phoenix Down	Knot of Rust	Meteorite (A)
15	80%	40%	~250	Ether	Soleil Fang	Knot of Rust	Meteorite (B)
16	80%	40%	~250	Ether	Echo Herbs	Knot of Rust	Meteorite (A)
17	80%	40%	~260	Ether	Potion	Knot of Rust	Meteorite (A)
18	80%	40%	~260	Potion	Aqua Mote	Knot of Rust	Meteorite (A)
19	80%	40%	~260	Gold Needle	Ether	Knot of Rust	Meteorite (A)
20	75%	40%	~260	Prince's Kiss	Chopper	Knot of Rust	Meteorite (A)
21	80%	40%	~260	Prince's Kiss	Poison Bombs	Knot of Rust	Meteorite (B)
22	80%	40%	~260	Potion	Cura Mote	Knot of Rust	Meteorite (A)
23	80%	40%	~260	Gold Needle	Phoenix Down	Knot of Rust	Meteorite (A)
24	80%	40%	~260	Prince's Kiss	Ether	Knot of Rust	Meteorite (A)
25	80%	40%	~300	Handkerchief	Silent Shot	Knot of Rust	Meteorite (B)
26	80%	40%	~300	Ether	Potion	Knot of Rust	Meteorite (A)
27	80%	40%	~300	Potion	Potion	Knot of Rust	Meteorite (A)
28	80%	40%	~300	Handkerchief	Potion	Knot of Rust	Meteorite (A)
29	80%	40%	~300	Handkerchief	Ether	Knot of Rust	Meteorite (A)
30	80%	40%	~300	Ether	Potion	Knot of Rust	Meteorite (A)
31	75%	50%	~280	Parallel Arrows	Tourmaline Ring	Knot of Rust	Meteorite (A)
32	80%	40%	~300	Ether	Ether	Knot of Rust	Meteorite (A)
33	80%	40%	~300	Ether	Potion	Knot of Rust	Meteorite (A)
34	80%	40%	~300	Ether	Ether	Knot of Rust	Meteorite (A)
35	80%	40%	~300	Handkerchief	Phoenix Down	Knot of Rust	Meteorite (A)
36	80%	30%	~300	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
37	80%	30%	~300	Potion	Phoenix Down	Knot of Rust	Meteorite (B)
38	80%	30%	~300	Ether	Potion	Knot of Rust	Meteorite (A)
39	80%	60%	~250	Hi-Potion	Slasher	Knot of Rust	Meteorite (B)
40	80%	60%	~250	Ether	Traveler's Vestment	Knot of Rust	Meteorite (A)
41	75%	30%	~270	Potion	Dispel Mote	Knot of Rust	Meteorite (B)
42	75%	30%	~270	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
43	75%	30%	~270	Potion	Long Bolts	Knot of Rust	Meteorite (A)
44	75%	30%	~270	Potion	Phoenix Down	Knot of Rust	Meteorite (C)
45	75%	30%	~270	Ether	Aqua Mote	Knot of Rust	Meteorite (A)
46	80%	25%	~300	Ether	Float Mote	Knot of Rust	Meteorite (A)
47	80%	25%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
48	80%	25%	~400	Remedy	Green Beret	Knot of Rust	Meteorite (A)
49	80%	25%	~420	Hi-Potion	Flametongue	Knot of Rust	Meteorite (A)

Cross the Ozmone Plain

The foes grow considerably tougher here in the Ozmone Plain. Massive, brutal Zaghnals, flying Zus, and Mesmenir warhorses will test your party's limits in the Field of Fallen Wings, the northernmost sector of the plain. Try to engage foes one at a time; if they team up, you're in trouble. Zaghnals, in particular, like to trudge around in groups, and these cousins of the Werewolf are very powerful. Don't be afraid to flee if necessary. Always know the location of the nearest area exit.

Take the southernmost exit into an area called The Switchback. Herds of Mesmenirs wander this area. Again, be aware that these foes can be challenging when they work in tandem, depending on your characters' levels and quality of equipment.

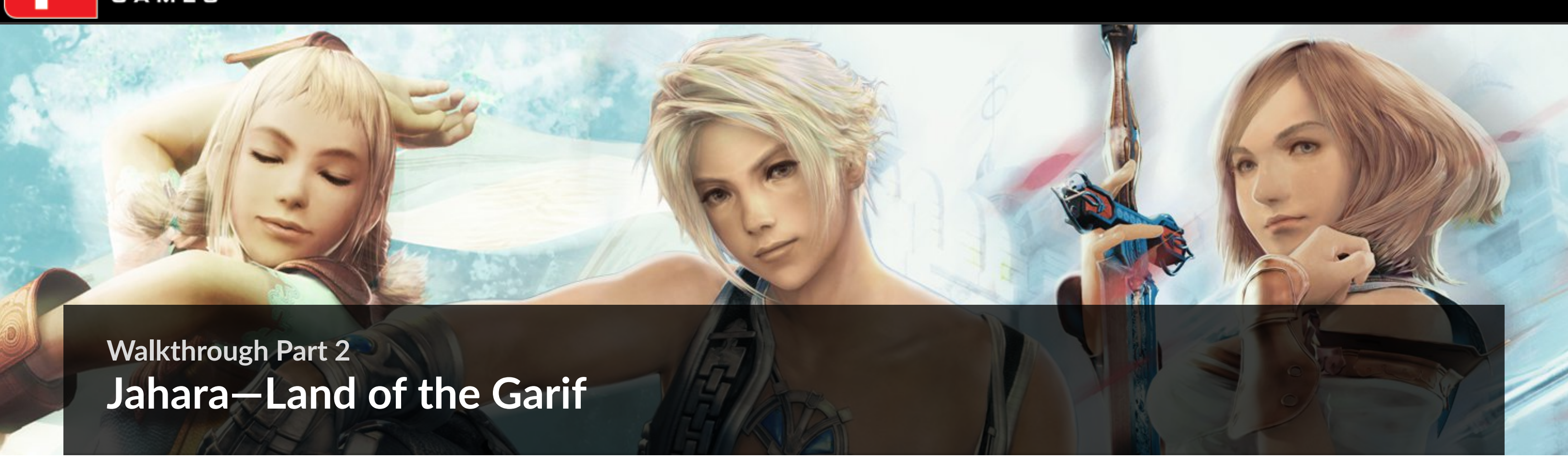
A rock ramp in the middle of The Switchback spirals downward into the Zertinan Caverns, but foes are even tougher down there, so leave them alone for now. In any case, it's time to visit the Garif. Leave The Switchback via the south exit into Haulo Green, then exit that area west into Jahara, Land of the Garif.

COMBAT LOG
Wu H readies Slap.
1256
6-Chain
Attack ACTION Vaan 2285 2575 MP 178
Steal ACTION Balthier 1555 1668 MP 218
Aero ACTION Basch 1369 1837 MP 149

Except for solitary Vipers, foes on the Ozmone Plain tend to travel in packs. This makes each fight very precarious.

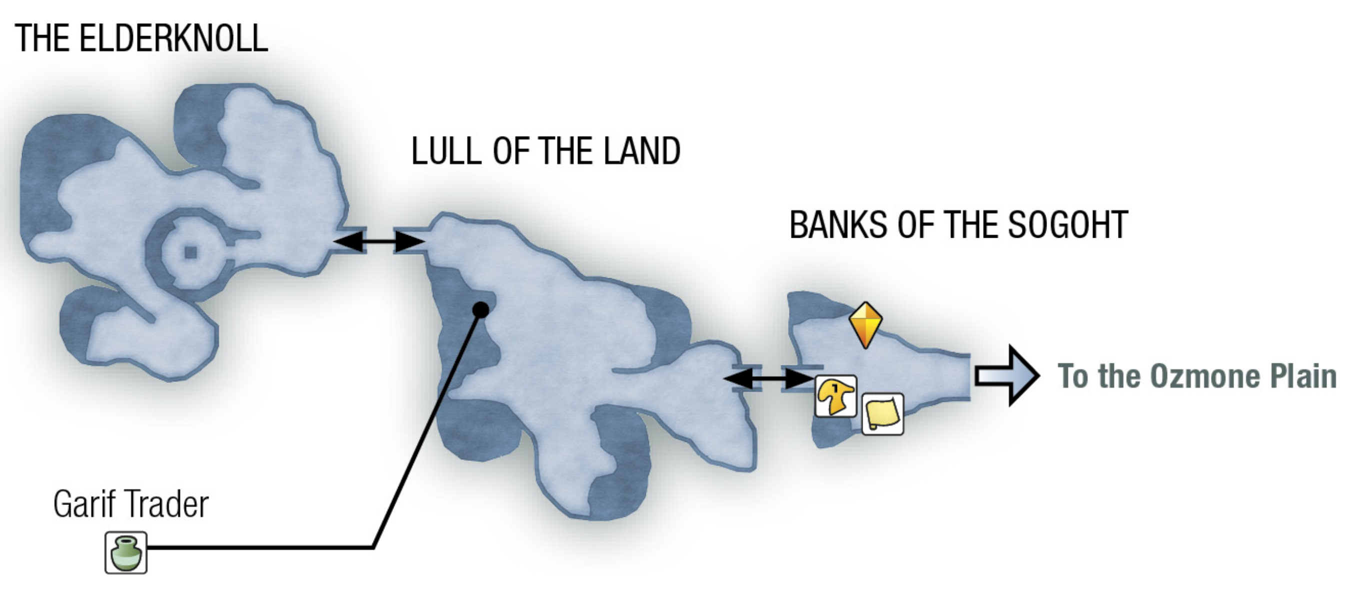
Zaghnal B
TARGET INFO
Lv. 23 Zaghnal B
HP 0073 3157
Weak:
568
42
Aero Fran 936 1401 MP 252
Attack ACTION Ashe 909 1360 MP 217
Attack ACTION Penelo 2261 2315 MP 226

Zaghnals are brutal beasts. If more than two engage you, run away.



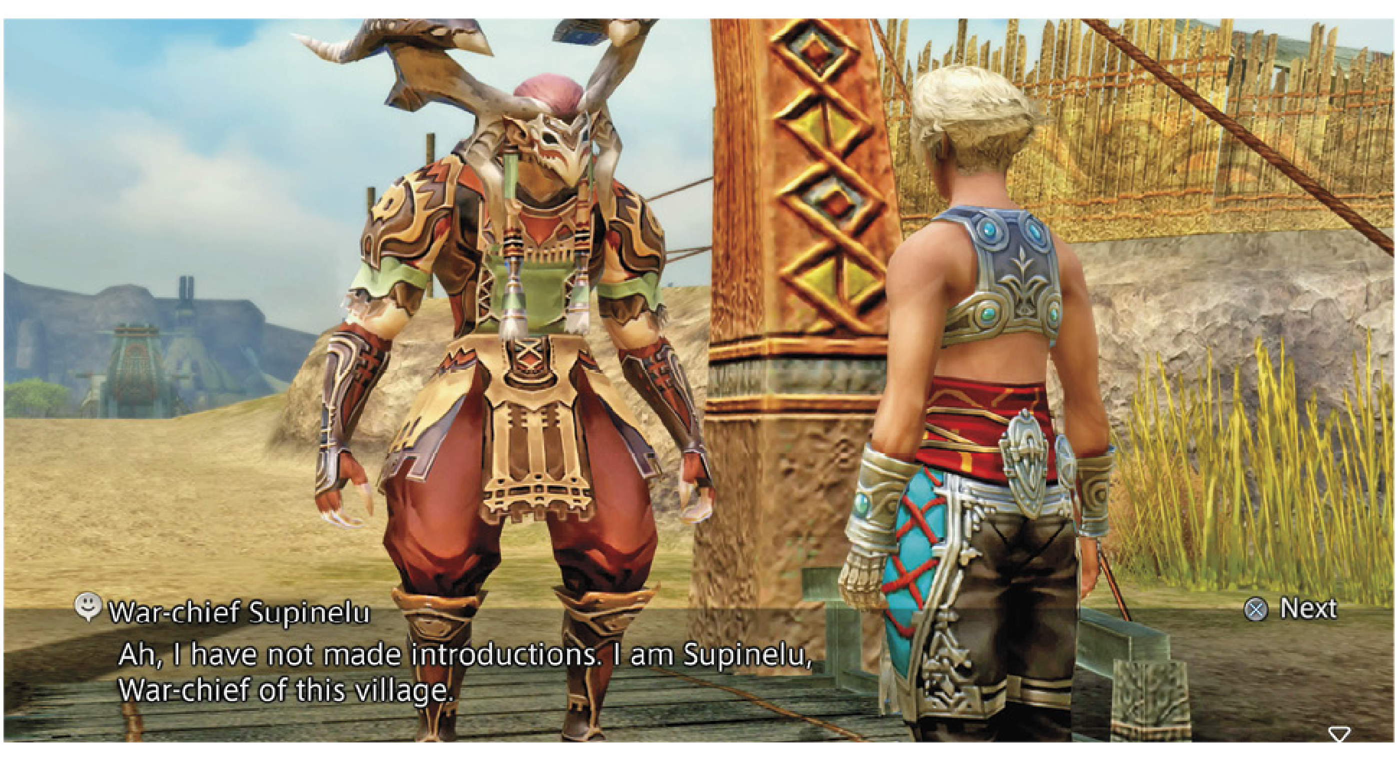
Walkthrough Part 2

Jahara—Land of the Garif



Meet with the Great-chief

Save your game at the Save Crystal and buy maps from the Cartographers' Guild moogle near the chocobo pen if you can afford it—the Ozmone Plain map is pricey. Next, talk to the Garif Warrior at the bridge. He's kind of surly, but another warrior approaches to vouch for you. It's the Garif War-chief, and he lets you pass into the village.

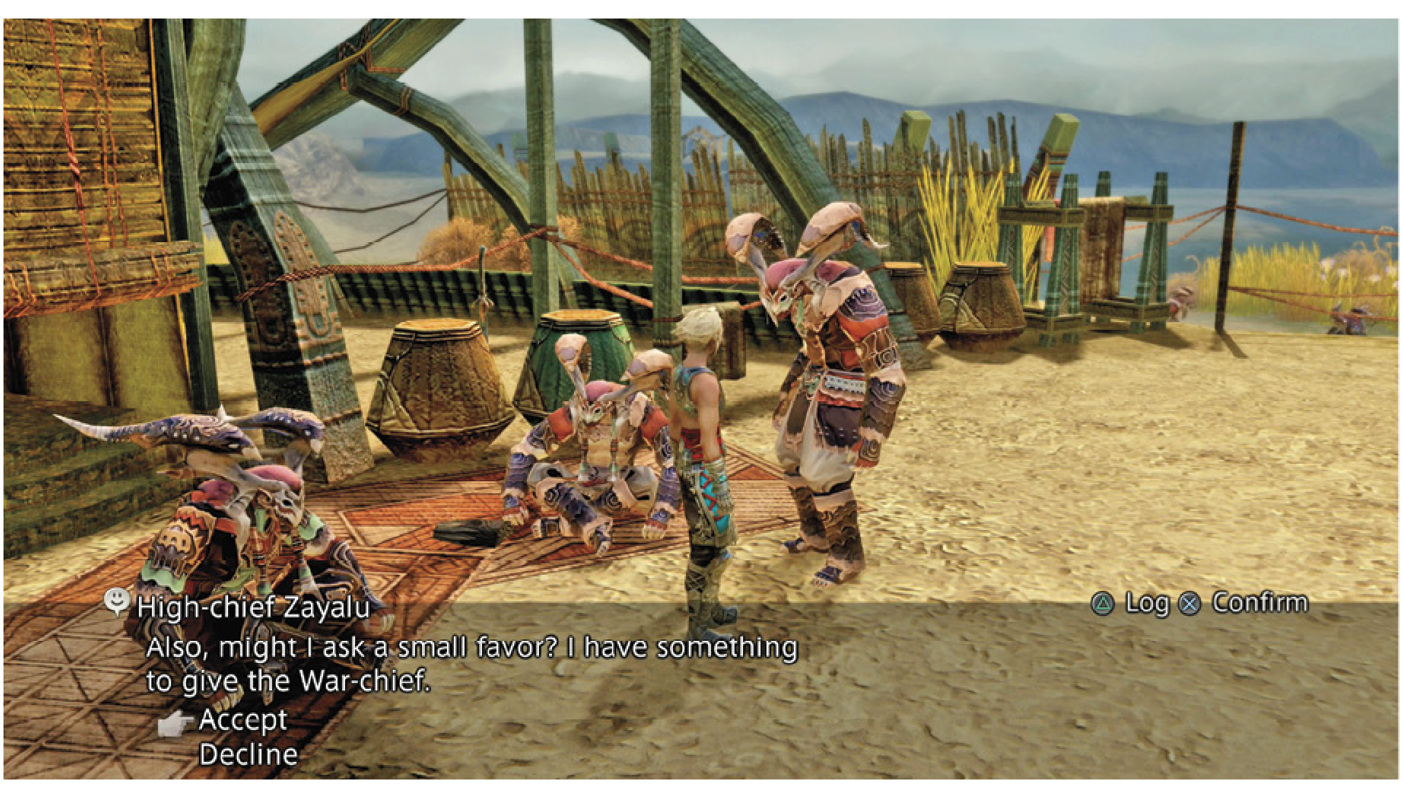

War-chief Supinelu
Ah, I have not made introductions. I am Supinelu, War-chief of this village.

War-chief Supinelu lets you into his village.

After you cross the bridge, the War-chief introduces himself as Supinelu. He says you must speak to the elders about the nethicite. Now enter the village. Talking to the Garif, it becomes clear that others have been here before you, requesting information about "the stones."

Stop at the Garif Trader to sell your loot and upgrade your equipment; he's got some good stuff. Also, consider selling off your old, obsolete equipment for the extra gil. Then go up the hill to the northeast and talk to High-chief Zayalu; he is standing next to two sitting Garif. He says you must speak to the Great-chief to learn of the stones. Then he gives you a Jaya Stick to deliver to War-chief Supinelu.

Now head over to the next bridge to the west. Talk to War-chief Supinelu to give him the Jaya Stick. Tell him you want to meet the Great-chief. Ashe joins the conversation and announces her lineage. This seems to be enough for the War-chief and you are granted an audience with the elder chief. Cross the bridge to the Elderknoll. Approach the warrior-guards and request a meeting.


High-chief Zayalu
Also, might I ask a small favor? I have something to give the War-chief.
Accept
Decline

High-chief Zayalu wants you to take a Jaya Stick to the War-chief.

This triggers an event in which the Great-chief examines the used nethicite. He tells of the history of the stones. When the event ends, Lord Larsa makes a surprise appearance with some disturbing news.

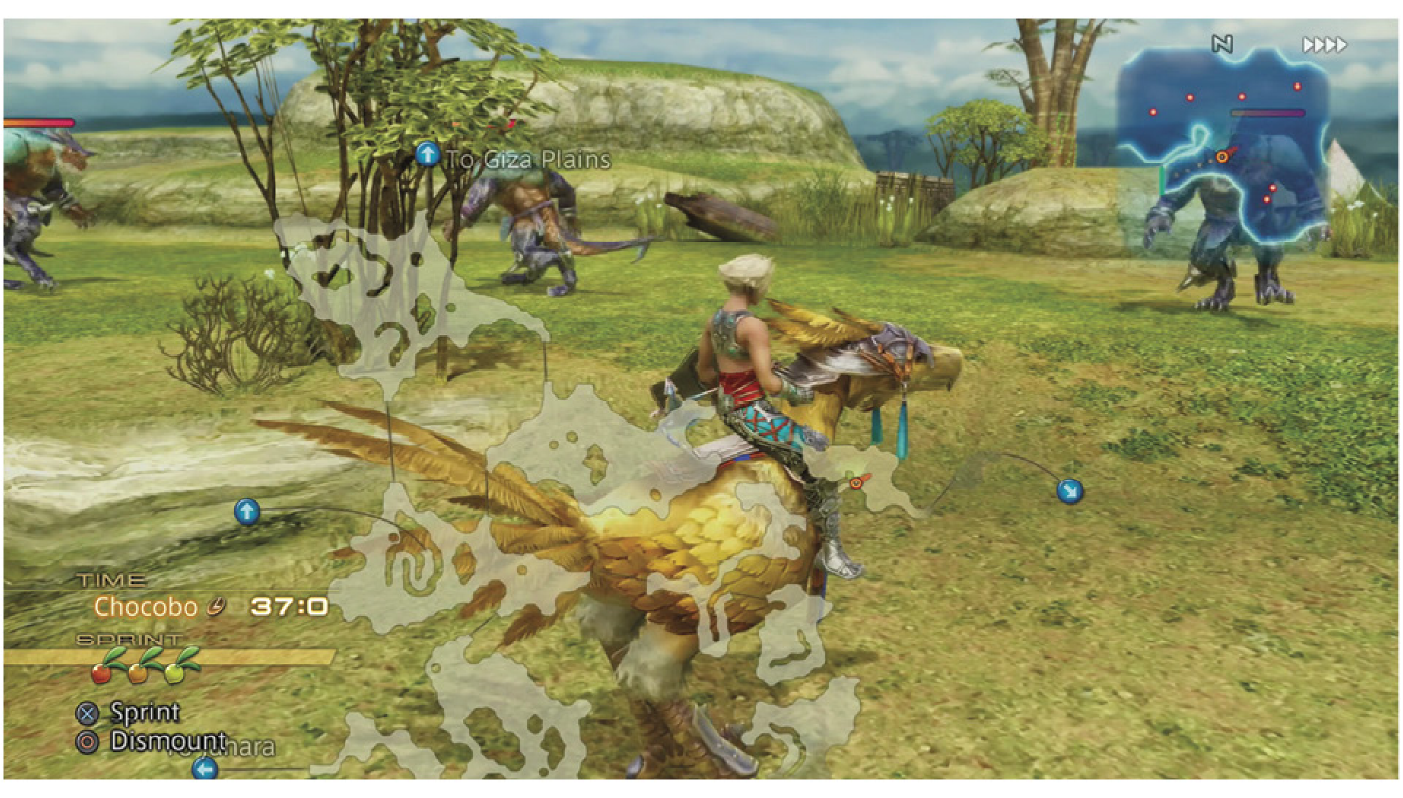
Larsa believes that the blessing of His Grace the Gran Kiltias Anastasis at Mt Bur-Omisace may give Ashe the legitimacy she needs to wear the crown and restore Dalmasca. As queen, she can declare peace with the Empire, stop the Marquis, and end the threat of a wider conflagration.

When control finally returns to you, Larsa joins your party as a guest and you have a new objective.

Hop a Chocobo to the Golmore Jungle

But before you tackle this new objective, it's time to backtrack a bit and get across the Ozmone Plain to Golmore Jungle. Many powerful monsters lurk along the route, and you may want to fight them to level up and accumulate LP and loot. Then again, you may want a chocobo ride—just for the fun, convenience, and speed of it.

While exiting the Garif village, War-chief Supinelu hands over the gift of either a Bowgun or a Killer Bow, complete with the appropriate onion ammunition, plus a free ride on a chocobo. Talk to Gurdy, the floating moogle who tends the chocobo in the pen. She confirms the War-chief's one-time offer for a free ride. Go ahead and hire a chocobo. Your mount time is limited to just three minutes, so get going!

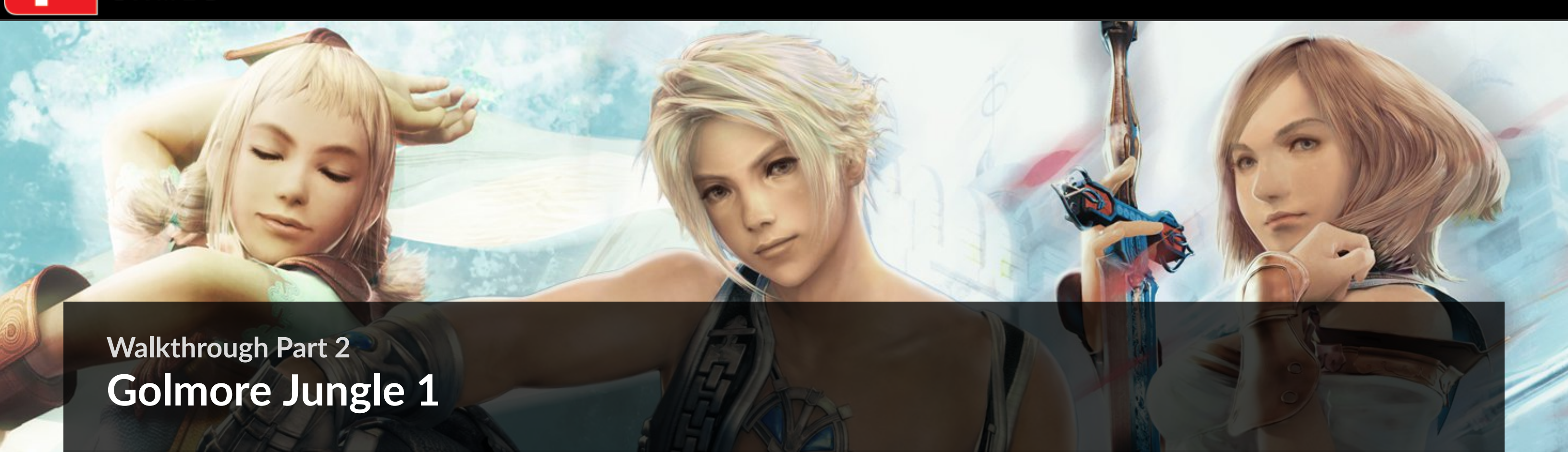


Gurdy offers a free chocobo ride, courtesy of the Garif War-chief. Take him up on it for a quick, monster-free trip through the Ozmone Plain to Golmore Jungle.

The party begins in the Haulo Green area of the Ozmone Plain. Check the area map regularly to make sure you're following the most efficient route. Go north to The Switchback, then east into a narrow, winding canyon called The Greensnake. Monsters won't attack while you're astride a chocobo, so that's one less thing to worry about.

Now sprint northeast through the Field of Light Winds to the Sunlit Path. When you arrive at the Sunlit Path, you trigger a pair of events.

On one side, we see Ashe and Captain Basch struggling with the notion of making peace with an occupying power. On the other, we see the intrigue at work behind that power: Archadian Judges consult in the Imperial Palace, speaking of Vayne, Larsa, and the wishes and workings of the Senate.



Walkthrough Part 2

Golmore Jungle 1

OBJECTIVE

Meet with the Gran Kiltias at Mt Bur-Omisace

Mt Bur-Omisace is your ultimate destination. To reach this area, though, you must first complete several sub-tasks and pass through three different areas—the Mist-shrouded Golmore Jungle, the dank Henne Mines, and the frigid canyons of the Paramina Rift.

PANTHER

LEVEL	HP	EXP	LP
21-23	1299-1519	900-1086	1

MALBORO

LEVEL	HP	EXP	LP
22-23	1573-1693	1073-1177	1

GREAT MALBORO

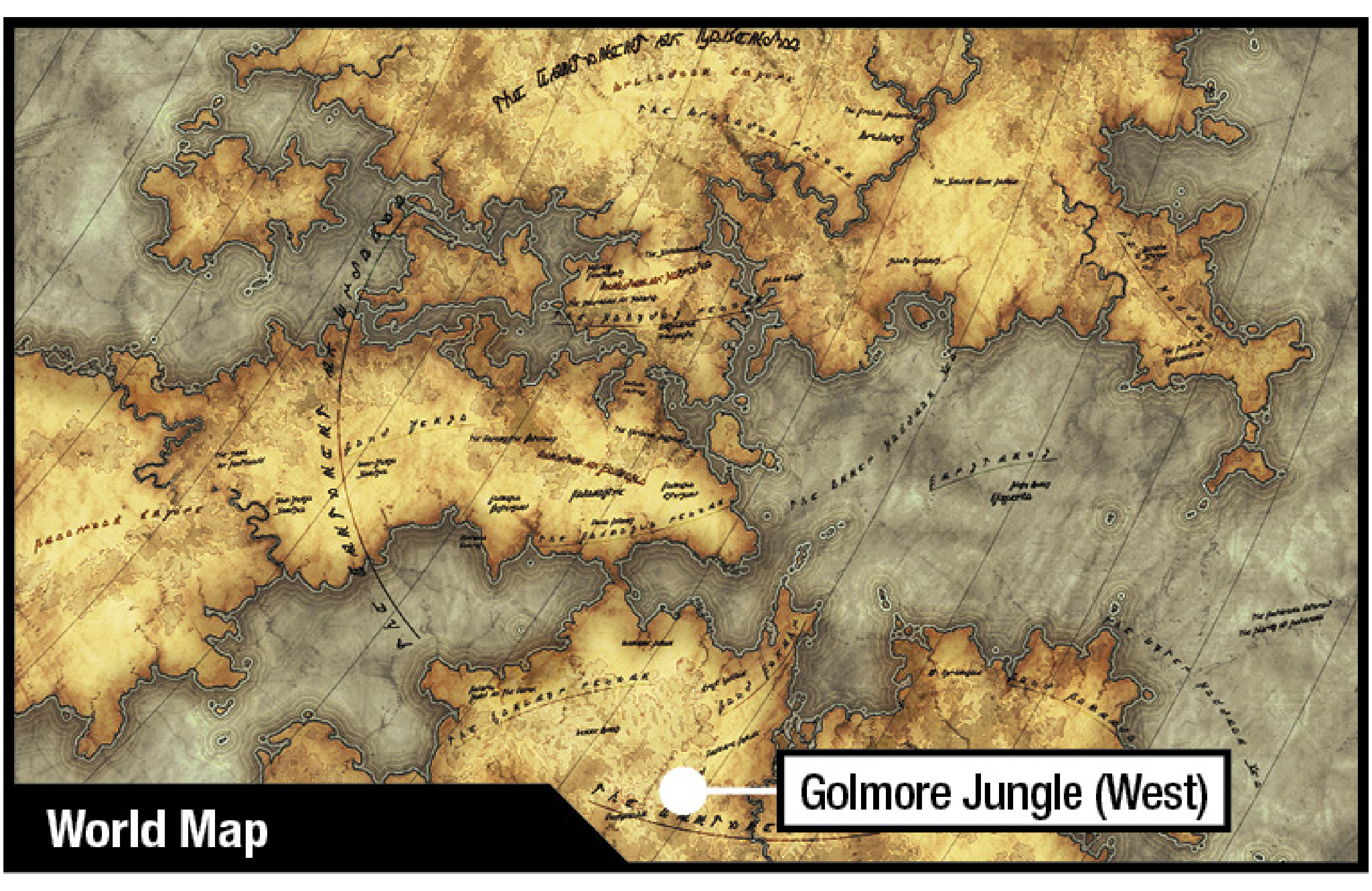
LEVEL	HP	EXP	LP
22-23	1630-1750	1141-1245	1

GARGOYLE

LEVEL	HP	EXP	LP
23-24	1436-1494	894-995	1

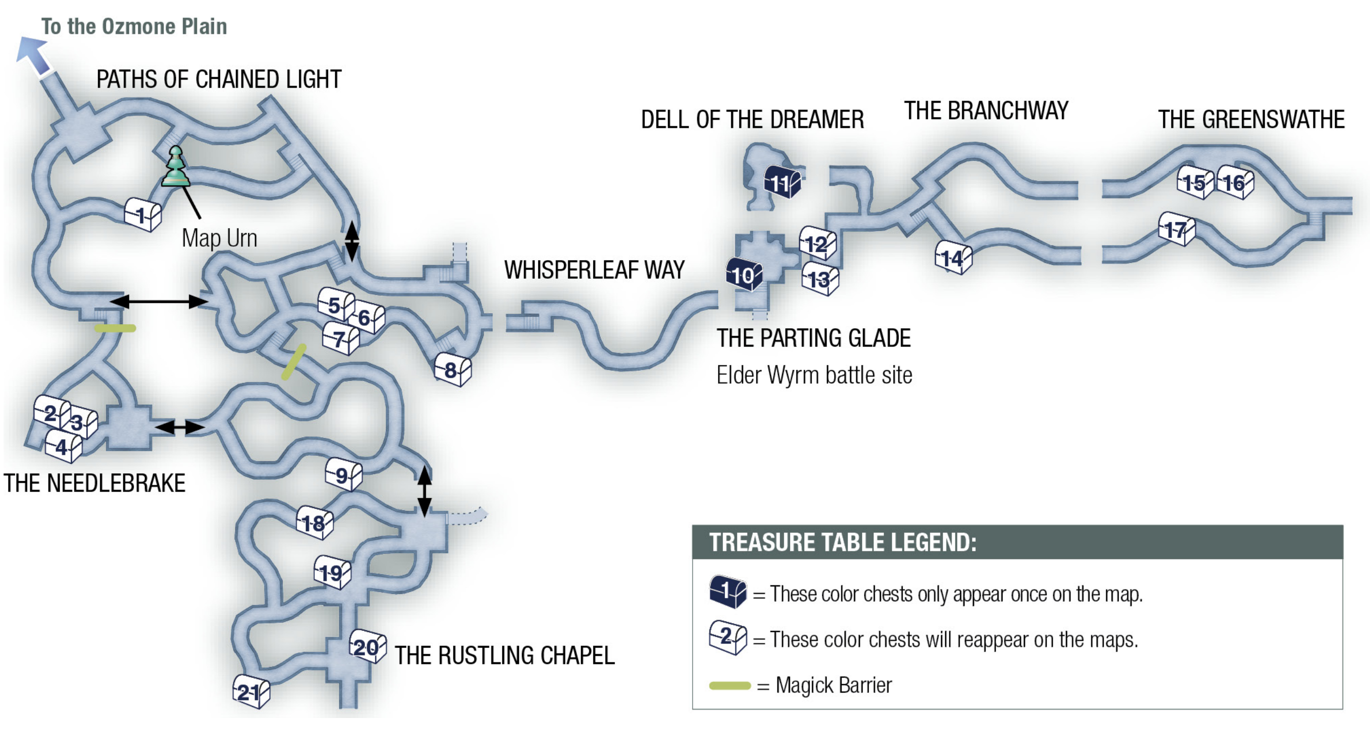
TREANT

LEVEL	HP	EXP	LP
23-24	4274-4384	1089-1242	1



Action Checklist

1. Find the Eruyt Village.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	75%	40%	~240	Ether	Burgonet	Knot of Rust	Meteorite (B)
2	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
3	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
4	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
5	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
6	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
7	75%	45%	~300	Ether	Mage's Hat	Knot of Rust	Meteorite (C)
8	75%	45%	~300	Ether	Red Cap	Knot of Rust	Meteorite (B)
9	80%	30%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
10	100%	0%	—	Amber Armlet	Amber Armlet	Amber Armlet	Amber Armlet
11	100%	100%	9872	—	—	—	—
12	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
13	80%	30%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
14	80%	40%	~300	Ether	Black Belt	Knot of Rust	Meteorite (B)
15	80%	30%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
16	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
17	80%	35%	~270	Ether	Argyle Armlet	Knot of Rust	Meteorite (B)
18	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (A)
19	80%	30%	~250	Ether	Ether	Knot of Rust	Meteorite (B)
20	80%	30%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
21	80%	30%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)

Find Eruyt Village

Knock out the pack of Panthers (weak against the Ice element) at the first intersection and go left, then take the first right down the stairs to find the Map Urn with a full map of Golmore Jungle. Follow the path east and defeat the creepy Malboros. After doing so, go south and proceed into The Needlebrake.

Watch Your Status

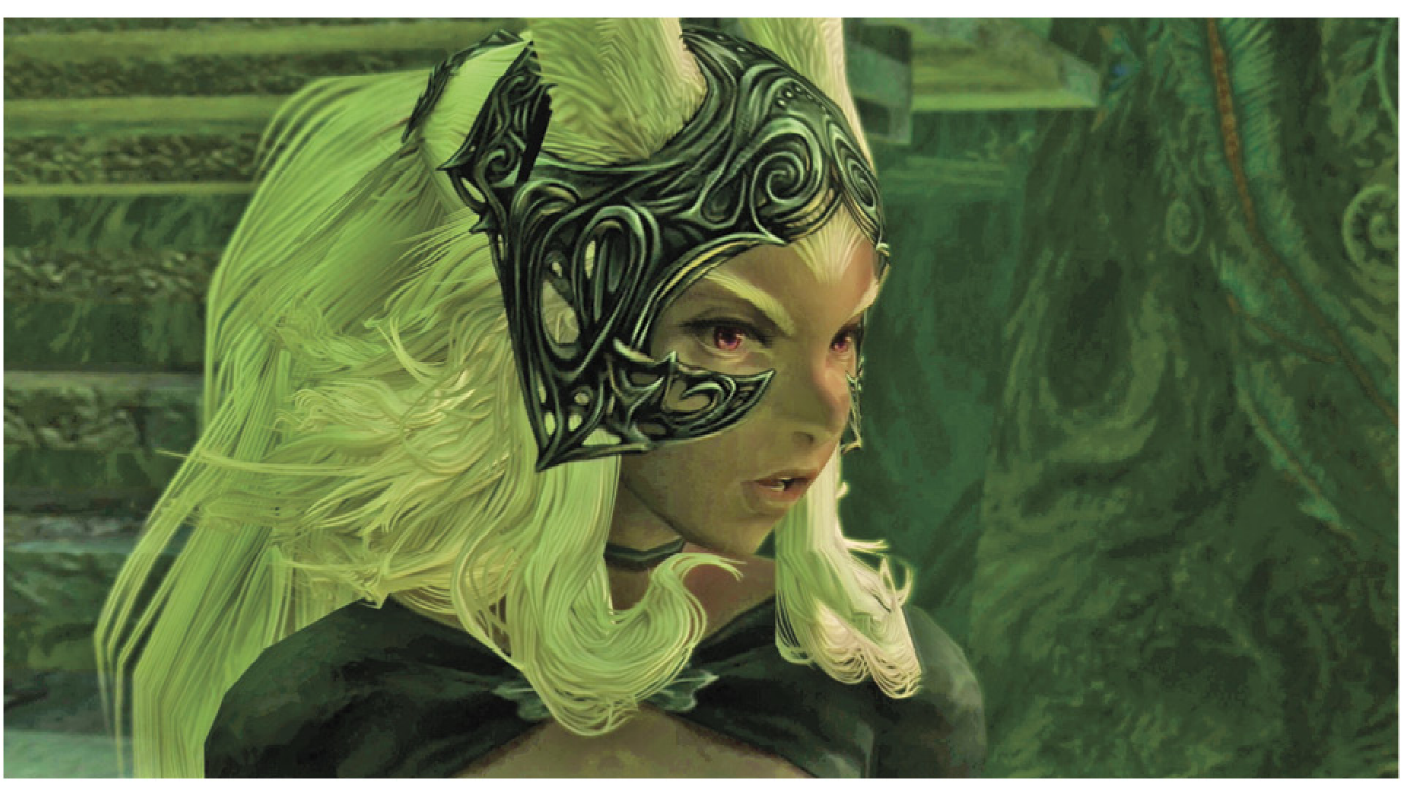
Magick abounds in Golmore Jungle; its denizens cast a lot of status effect spells. Your party will get hit with Slow, Blind, Petrify, and Sleep, so counter these effects with magicks and items. Esuna is a particularly valuable spell to own and license for this jungle trek, since it removes multiple status effects in one shot.

By now, you should have set up gambits that automatically apply the magick or items necessary to remove status effects. Some gambits are for specific status ailments such as "Ally: status = Sleep." But if you lack a gambit specifically related to the status ailment you want to cure, just set the condition for "Ally: any."

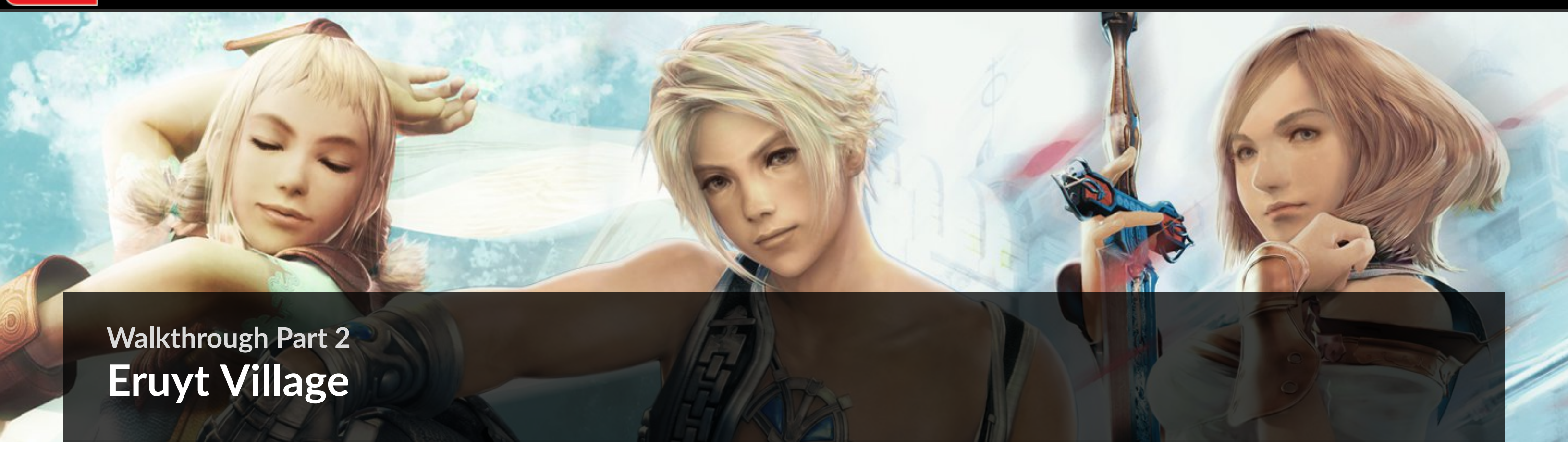
Your character will then use the associated action or item (such as Blindna, Prince's Kiss, Vox, etc.) only when an ally has the affliction that can be removed by the action or item.

Keep moving along the northernmost route, heading east until you reach a glowing blue magickal barrier that triggers an event. Fran explains that the jungle denies her passage, and opens a secret path to her home, Eruyt Village. When the scene ends, follow the new path to trigger a second event during which Fran tells Vaan to look for Mjrn in the village ahead, and then bring her out. You need Mjrn's help to get past the barriers in the wood.

Before entering the village proper, check out the wares of Tetran, the traveling moogle merchant that you helped to escape from the Leviathan. If you don't have Esuna yet, buy it and license it for any white mages or red battlemages in the party right away! Fira and Thundara are also great additions here. These powerful black magick spells are especially useful if you're going to take a break from the main adventure by using the teleport crystal to chase down some marks for clan hunts. By now if you're keeping up, you should be able to hunt Marilith, White Mousse, Ring Wyrm, and more. Stock up on status-removing items too; in particular, purchase a good supply of Handerkerchiefs for removing Oil status. (These will be important when you fight the Elder Wyrm.) You can also buy a cheap Eruyt Village map from his partner Lulucce and use the Save Crystal. When you're ready, head east into Eruyt Village.



A magickal barrier blocks the party's access to the east.

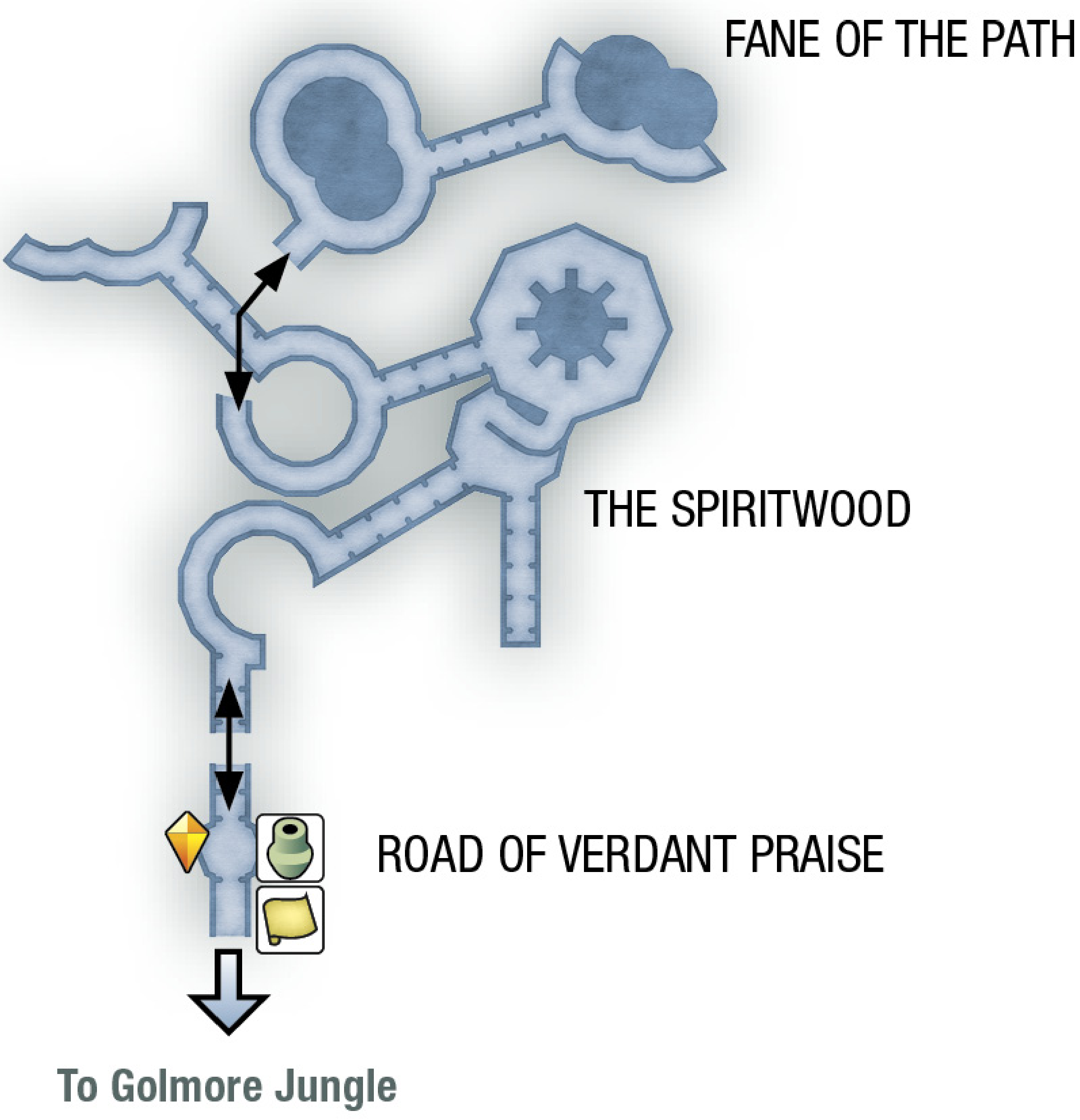


Walkthrough Part 2

Eruyt Village

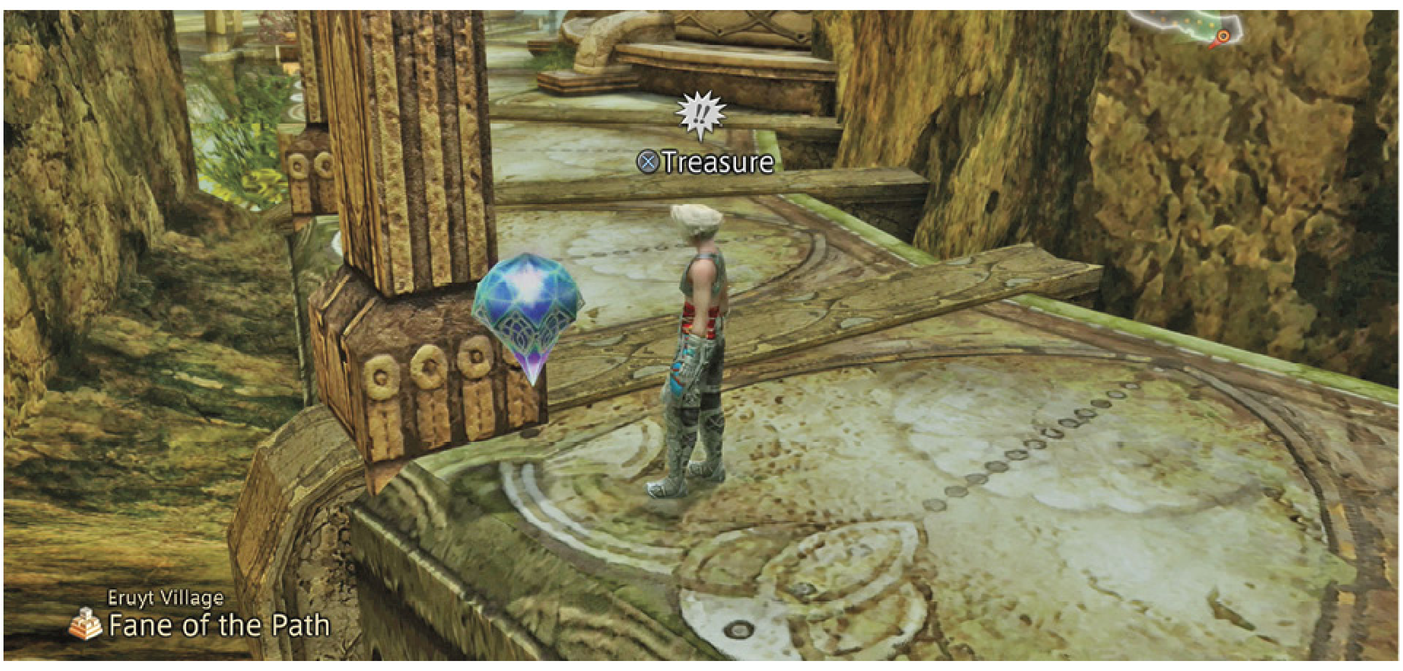
Action Checklist

1. Enter the village and seek Mjrn.



Look for Mjrn

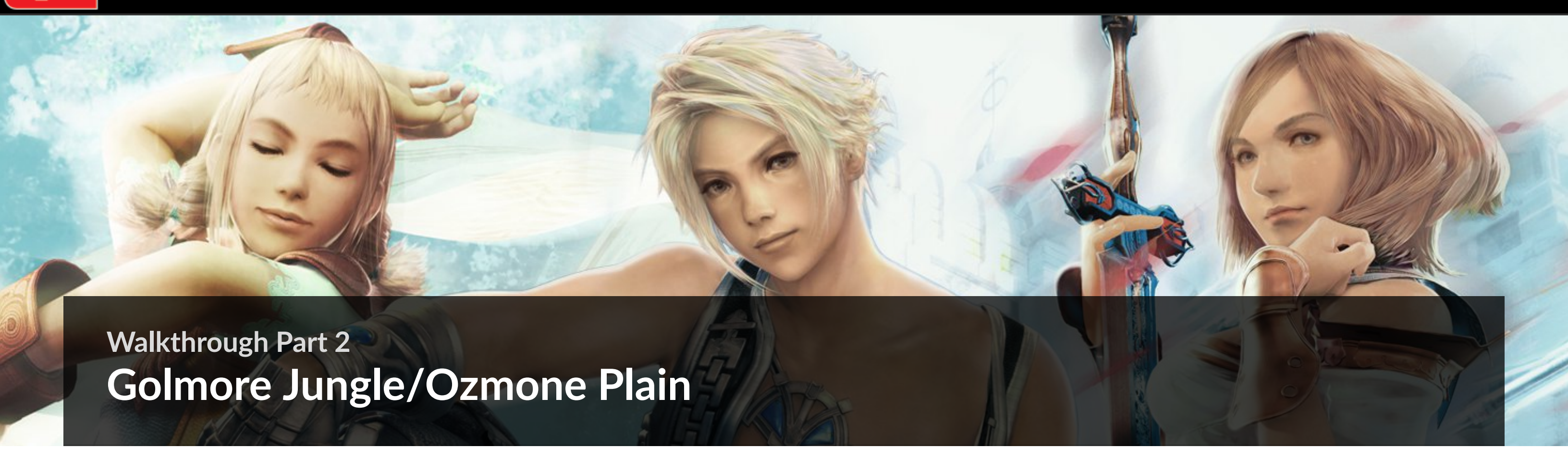
Follow the winding path past the viera guards and into the central garden. Talk to the villagers to learn you are unwelcome in the Wood. Follow the winding route up to the next area, the Fane of the Path, and follow it to the end to trigger another event. A priestess named Jote indicates that Mjrn is not here and explains that she left the Wood and headed west.



Don't miss the treasure chest containing the Haste time magick spell while exploring Eruyt Village.

After this event, be sure to open the treasure chest up here containing the Haste magick, then walk back to the entrance area, the Road of Verdant Praise. Another event occurs in which Larsa interprets Jote's cryptic clue to mean Mjrn is somewhere in the Henne Mines. Unfortunately, the mine region is a colony of the Empire, and most likely crawling with soldiers. This brings up a new objective.

Fran enters the village to seek help. Jote indicates to head west if you seek Mjrn.



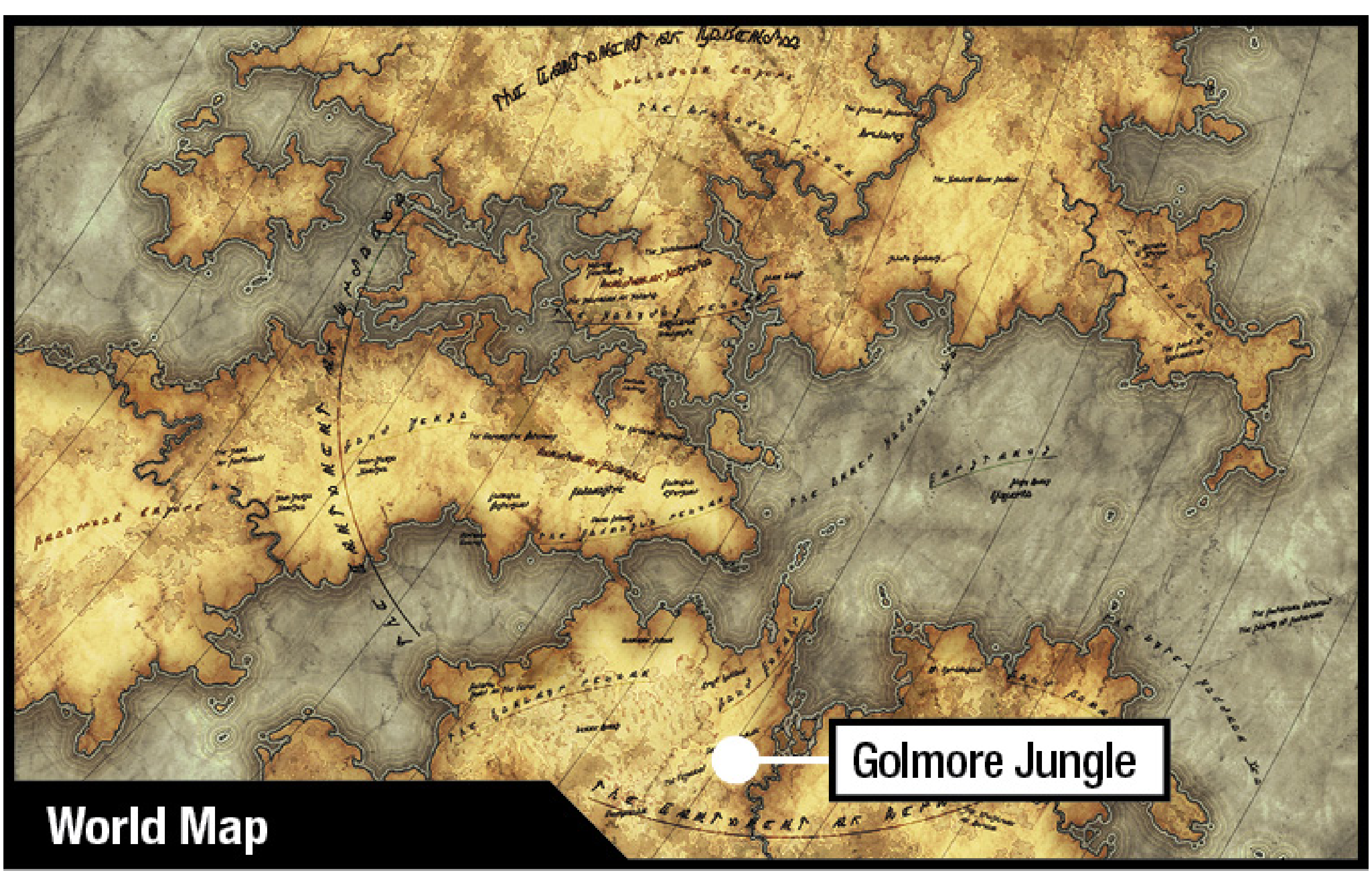
Walkthrough Part 2

Golmore Jungle/Ozmone Plain

OBJECTIVE

Find Mjrn in the Henne Mines

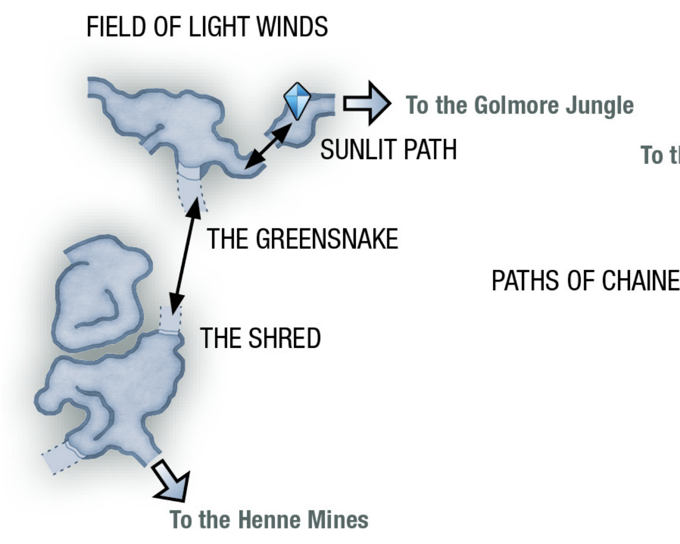
Again, the overall objective is to reach Mt Bur-Omisace. However, you cannot get past the magick barriers of Golmore Jungle until you find Mjrn. She's somewhere in the Henne Mines just south of Ozmone Plain.


World Map
Golmore Jungle

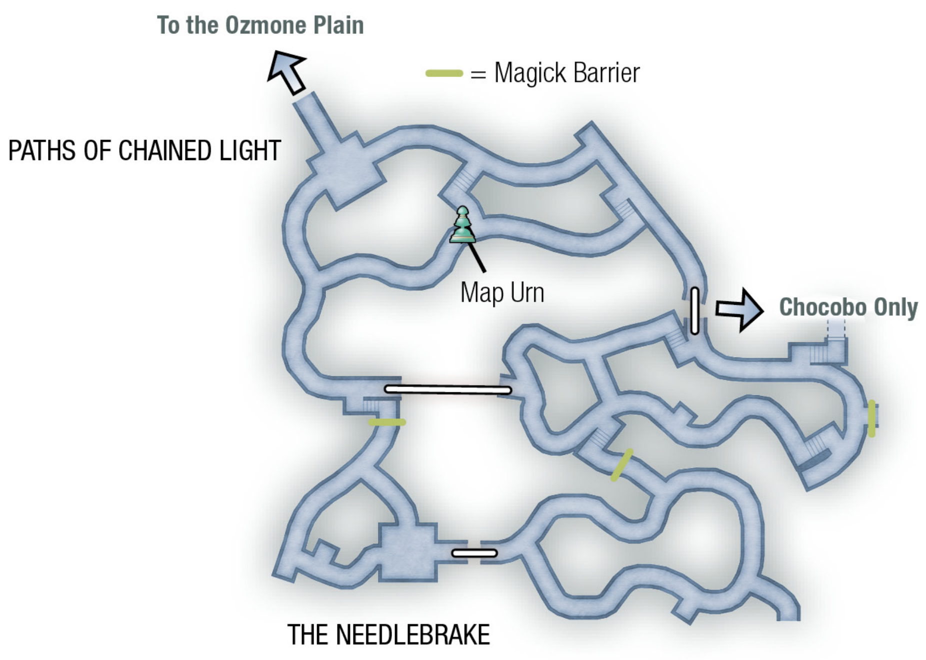
Action Checklist

1. Return to the Sunlit Path in Ozmone Plain.

2. Ride to the hidden Henne Mines via secret chocobo trails.


FIELD OF LIGHT WINDS
To the Golmore Jungle
SUNLIT PATH
THE GREENSNAKE
THE SHRED
To the Henne Mines

* Please see map of Ozmone Plain for treasure chest locations and drop percentages.


To the Ozmone Plain
= Magick Barrier
PATHS OF CHAINED LIGHT
Map Urn
Chocobo Only
THE NEEDLEBRAKE

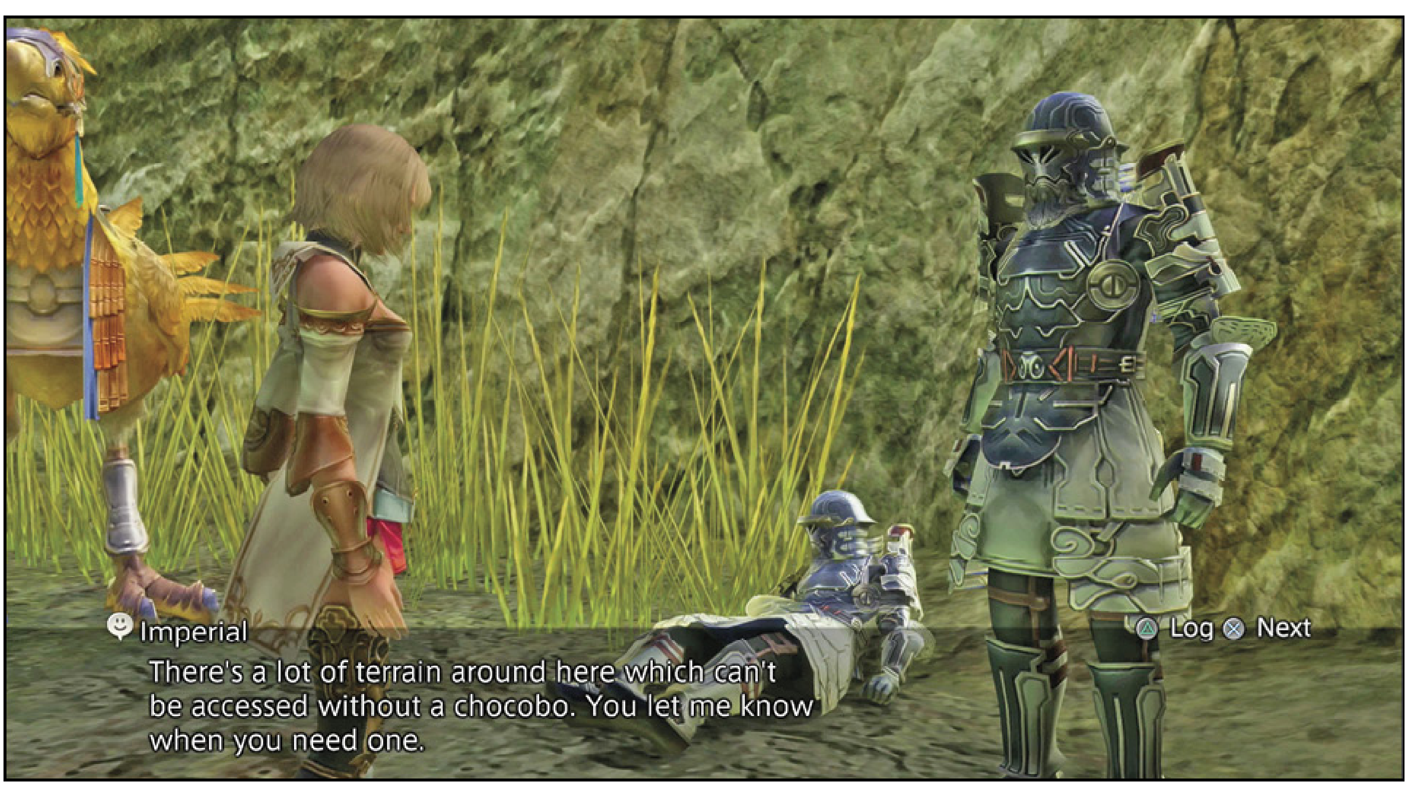
* Please see map of Golmore Jungle (West) for treasure chest locations and drop percentages.

Ride the Chocobo

Enemies do not attack when you are riding a chocobo, which you must do to reach the Henne Mines.

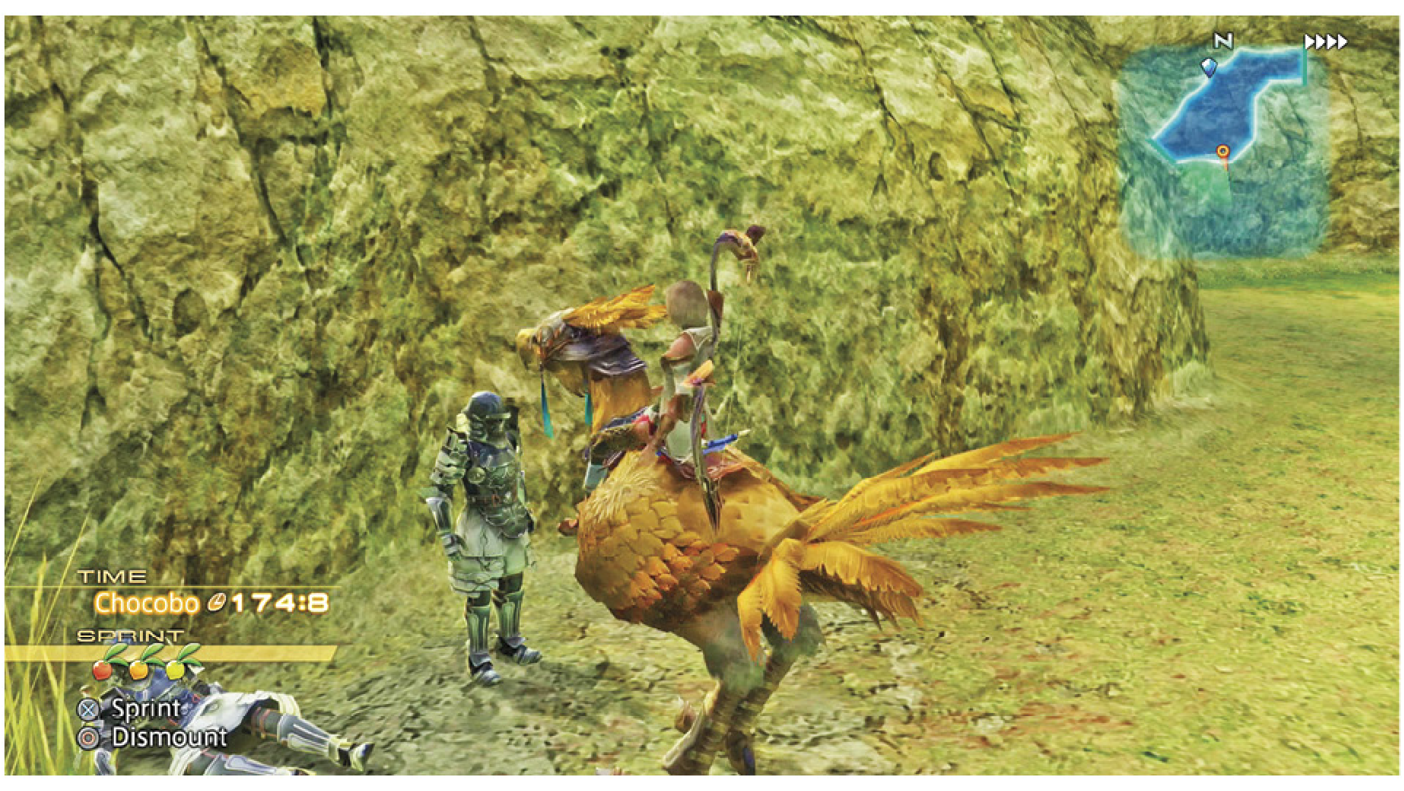
Return to Ozmone Plain

Your next move is to retrace your route back out of Golmore Jungle. Starting at Eruyt Village, exit south across the bridge and then proceed northwest out of the forest, bearing right at every intersection or crossing. At the Sunlit Path (the clearing with the Save Crystal) back in Ozmone Plain, the party finds two wounded Imperial soldiers on the ground with their chocobo walking around loose.



Imperial

There's a lot of terrain around here which can't be accessed without a chocobo. You let me know when you need one.

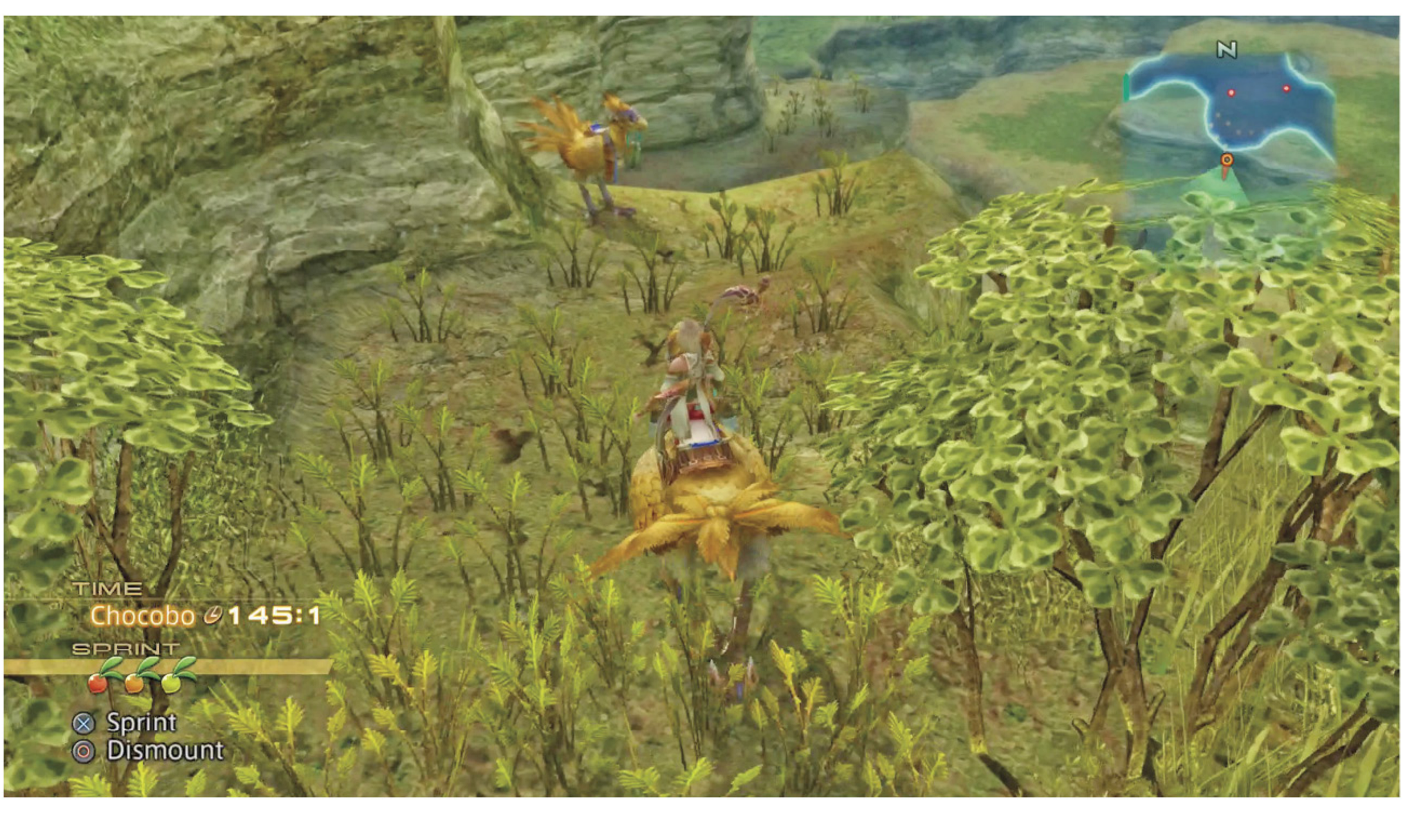

TIME
Chocobo 174:8
SPRINT
Sprint
Dismount
N

Help out this Imperial, showing him that you're all just humes when you get down to it. He has a chocobo you can borrow.

Talk to the soldier with the Talk Icon above his head and he asks for a Potion for his badly wounded friend. Select "Give him a Potion" to help. This revives his friend, making him grateful. He states that he just came from the Henne Mines. He then offers you the use of his mount, saying that there is terrain nearby that is only accessible via chocobo.

Talk to the standing Imperial again and select "Borrow one." You end up on top of a rather large bird, ready to ride. It isn't far to the chocobo path, but you have only 180 seconds of game time, so don't dally.

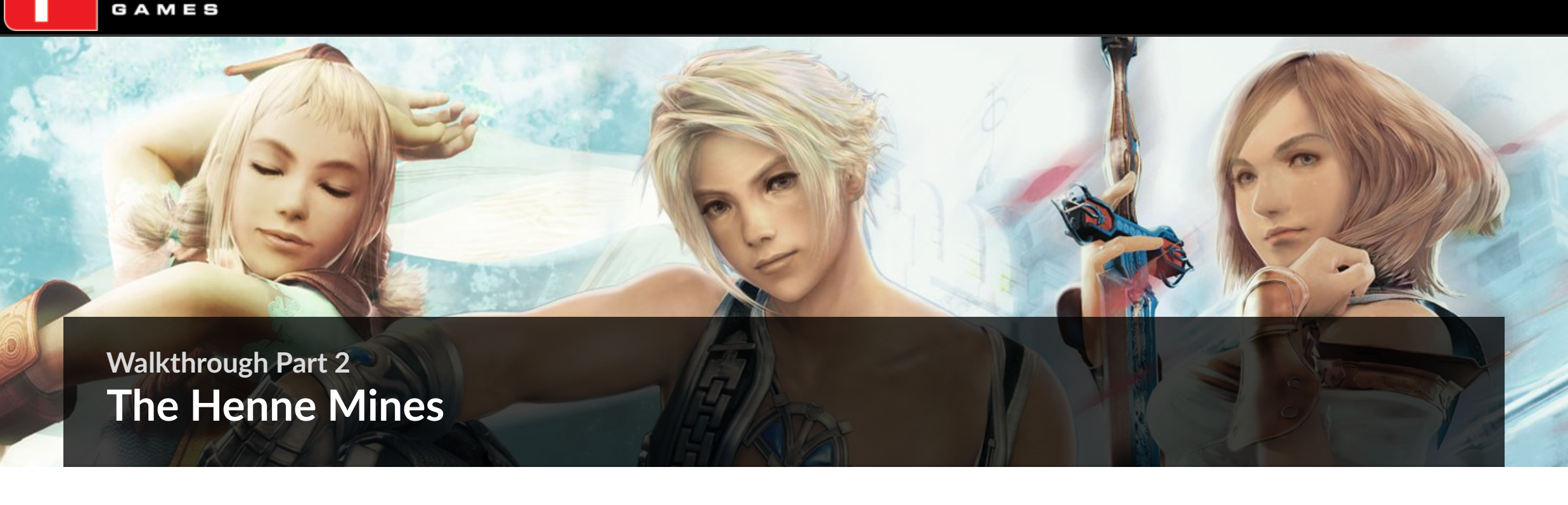
Exit southwest to the Field of Light Winds and stay close to the left wall. After just a few steps, you reach an opening with a tree, white flowers, and other foliage, plus a yellow chocobo feeding. Run directly into this area to the left of the tree to enter a chocobo trail.


TIME
Chocobo 145:1
SPRINT
Sprint
Dismount
N

Here's the spot in the Field of Light Winds where the chocobo trail begins. Just run right into it!

After crossing the zone line, the party ends up in the southern part of an area called The Shred. Continue to the south exit, which leads to the entrance to the Henne Mines. Your approach triggers a quick event. In it, the party comes upon a grim discovery: dead bodies strewn outside the mine entrance. Press the ○ button and select "Yes" to dismount the chocobo, then walk into the tunnel entrance to the Henne Mines.

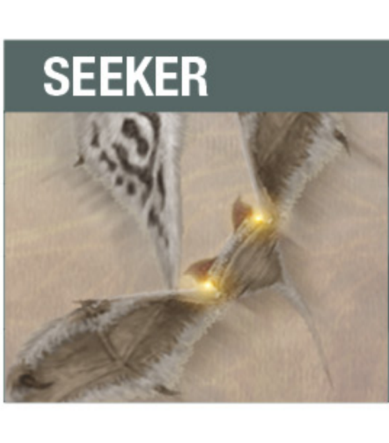
Researchers from the Draklor Laboratory met an unpleasant end here at Henne Mines. What were they looking for?



Walkthrough Part 2

The Henne Mines

SEEKER



LEVEL	HP
22-23	1094-1110
EXP	**LP**
754-758	1

JELLY

LEVEL	HP
24-25	1913-2018
EXP	**LP**
1104-1213	1

REDMAW

LEVEL	HP
23-24	1134-1202
EXP	**LP**
783-875	1

NIGHTMARE

LEVEL	HP
24-25	1630-1688
EXP	**LP**
1104-1205	1

TYRANOROX

LEVEL	HP
26-27	4073-4413
EXP	**LP**
1775-1901	1

THUNDERBUG

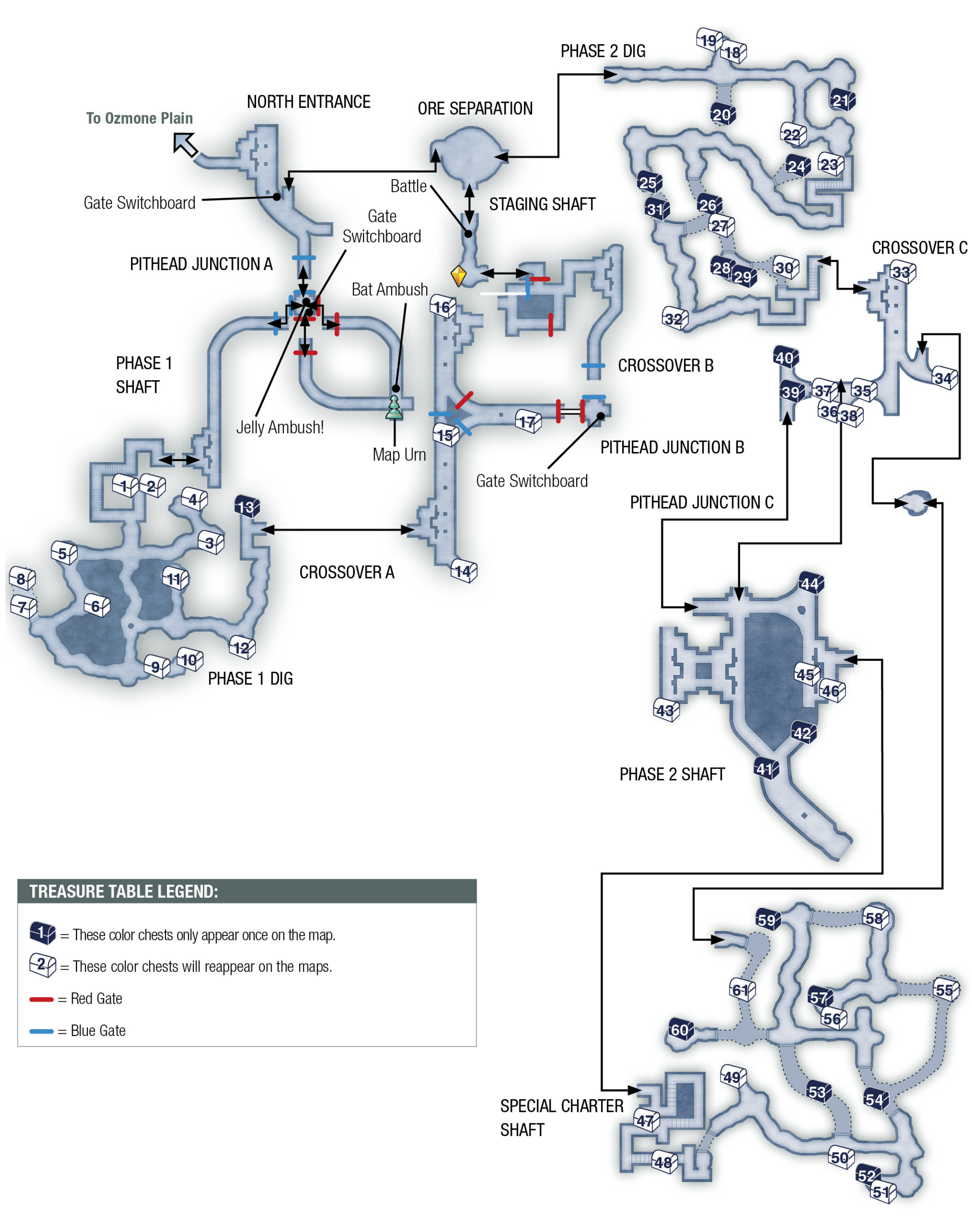
LEVEL	HP
23-25	2083-2303
EXP	**LP**
744-922	1

Action Checklist

1. Get through the Henne Mines gates.

2. Survive the Jelly ambush.

3. Defeat Tiamat.


PHASE 2 DIG
To Ozmone Plain
NORTH ENTRANCE
ORE SEPARATION
Gate Switchboard
Battle
STAGING SHAFT
Gate Switchboard
PITHEAD JUNCTION A
Bat Ambush
CROSSOVER C
PHASE 1 SHAFT
Jelly Ambush!
Map Urn
CROSSOVER B
PITHEAD JUNCTION B
Gate Switchboard
PITHEAD JUNCTION C
CROSSOVER A
PHASE 1 DIG
PHASE 2 SHAFT
SPECIAL CHARTER SHAFT
TREASURE TABLE LEGEND:
1 = These color chests only appear once on the map.
2 = These color chests will reappear on the maps.
= Red Gate
= Blue Gate
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	80%	30%	~100	Balance Mote	Dark Mote	Knot of Rust	Meteorite (A)
2	80%	30%	~100	Gravity Mote	Dark Mote	Knot of Rust	Meteorite (A)
3	80%	30%	~100	Aeroga Mote	Dark Mote	Knot of Rust	Meteorite (A)
4	80%	30%	~100	Dispel Mote	Dark Mote	Knot of Rust	Meteorite (C)
5	80%	30%	~100	Aqua Mote	Dark Mote	Knot of Rust	Meteorite (A)
6	80%	30%	~100	Cura Mote	Dark Mote	Knot of Rust	Meteorite (A)
7	75%	60%	~600	Hastega Mote	Mage’s Habit	Knot of Rust	Meteorite (A)
8	75%	60%	~600	Holy Mote	Brigandine	Knot of Rust	Meteorite (A)
9	80%	30%	~100	Balance Mote	Dark Mote	Knot of Rust	Meteorite (A)
10	80%	30%	~100	Gravity Mote	Dark Mote	Knot of Rust	Meteorite (A)
11	80%	30%	~100	Bio Mote	Dark Mote	Knot of Rust	Meteorite (A)
12	75%	40%	~200	Cura Mote	Shielded Armor	Knot of Rust	Meteorite (B)
13	100%	0%	—	Bonecrusher	Bonecrusher	Bonecrusher	Bonecrusher
14	75%	40%	~200	Dispel Mote	Flame Shield	Knot of Rust	Meteorite (A)
15	80%	30%	~120	Gravity Mote	Dark Mote	Knot of Rust	Meteorite (A)
16	80%	50%	~500	Vanishga Mote	Dark Mote	Knot of Rust	Meteorite (B)
17	80%	30%	~120	Bio Mote	Dark Mote	Knot of Rust	Meteorite (A)
18	75%	50%	~700	Bio Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
19	75%	50%	~700	Balance Mote	Shock Mote	Knot of Rust	Meteorite (B)
20	100%	0%	—	Dueling Mask	Dueling Mask	Dueling Mask	Dueling Mask
21	100%	0%	—	Fomalhaut	Fomalhaut	Fomalhaut	Fomalhaut
22	75%	50%	~700	Bio Mote	Bubble Mote	Knot of Rust	Meteorite (B)
23	75%	50%	~700	Bubble Mote	Holy Mote	Knot of Rust	Meteorite (A)
24	25%	0%	—	Nihopalaoa	Nihopalaoa	Nihopalaoa	Nihopalaoa
25	25%	0%	—	Grand Helm	Grand Helm	Grand Helm	Grand Helm
26	100%	0%	—	Circlet	Circlet	Circlet	Circlet
27	75%	50%	~700	Balance Mote	Aeroga Mote	Knot of Rust	Meteorite (B)
28	2%	0%	—	Scathe Mote	Holy Mote	Knot of Rust	Meteorite (A)
29	100%	0%	—	Volcano T	Volcano T	Volcano T	Volcano T
30	75%	50%	~700	Float Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
31	100%	0%	—	Mythril Sword	Mythril Sword	Mythril Sword	Mythril Sword
32	75%	50%	~700	Bio Mote	Holy Mote	Knot of Rust	Meteorite (C)
33	80%	50%	~700	Gravity Mote	Hi-Ether	Knot of Rust	Meteorite (B)
34	75%	50%	~700	Balance Mote	Bubble Mote	Knot of Rust	Meteorite (B)
35	75%	50%	~700	Aero Mote	Reverse Mote	Knot of Rust	Meteorite (B)
36	75%	50%	~700	Balance Mote	Chaos Bombs	Knot of Rust	Meteorite (A)
37	75%	50%	~700	Warp Mote	Power Armlet	Knot of Rust	Meteorite (A)
38	80%	50%	~700	Aeroga Mote	Hi-Ether	Knot of Rust	Meteorite (A)
39	25%	0%	—	Bubble Belt	Bubble Belt	Bubble Belt	Bubble Belt
40	100%	0%	—	Germinas Boots	Germinas Boots	Germinas Boots	Germinas Boots
41	25%	0%	—	Sage’s Ring	Sage’s Ring	Sage’s Ring	Sage’s Ring
42	100%	0%	—	Aeroga Mote	Aeroga Mote	Aeroga Mote	Aeroga Mote
43	75%	50%	~700	Bio Mote	Assassin’s Arrows	Knot of Rust	Meteorite (B)
44	100%	0%	—	Volcano T	Volcano T	Volcano T	Volcano T
45	75%	50%	~700	Dark Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
46	75%	50%	~700	Aero Mote	Gravity Mote	Knot of Rust	Meteorite (A)
47	75%	50%	~700	Vanishga Mote	Cura Mote	Knot of Rust	Meteorite (A)
48	1%	0%	—	Zodiac Spear	Zodiac Spear	Zodiac Spear	Zodiac Spear
49	75%	50%	~700	Balance Mote	Shock Mote	Knot of Rust	Meteorite (C)
50	75%	50%	~700	Reflectga Mote	Holy Mote	Knot of Rust	Meteorite (B)
51	75%	50%	~700	Aero Mote	Aero Mote	Knot of Rust	Meteorite (B)
52	100%	0%	—	Renew	Renew	Renew	Renew
53	10%	0%	—	Addle	Addle	Addle	Addle
54	25%	0%	—	Brave Suit	Brave Suit	Brave Suit	Brave Suit
55	75%	50%	~700	Hastega Mote	Black Bolts	Knot of Rust	Meteorite (A)
56	75%	50%	~700	Vanishga Mote	Shock Mote	Knot of Rust	Meteorite (A)
57	15%	0%	—	Ribbon	Ribbon	Ribbon	Ribbon
58	75%	50%	~700	Aeroga Mote	Mud Shot	Knot of Rust	Meteorite (A)
59	25%	0%	—	Grand Armor	Grand Armor	Grand Armor	Grand Armor
60	100%	0%	—	Lordly Robes	Lordly Robes	Lordly Robes	Lordly Robes
61	75%	50%	~700	Reflectga Mote	Holy Mote	Knot of Rust	Meteorite (B)

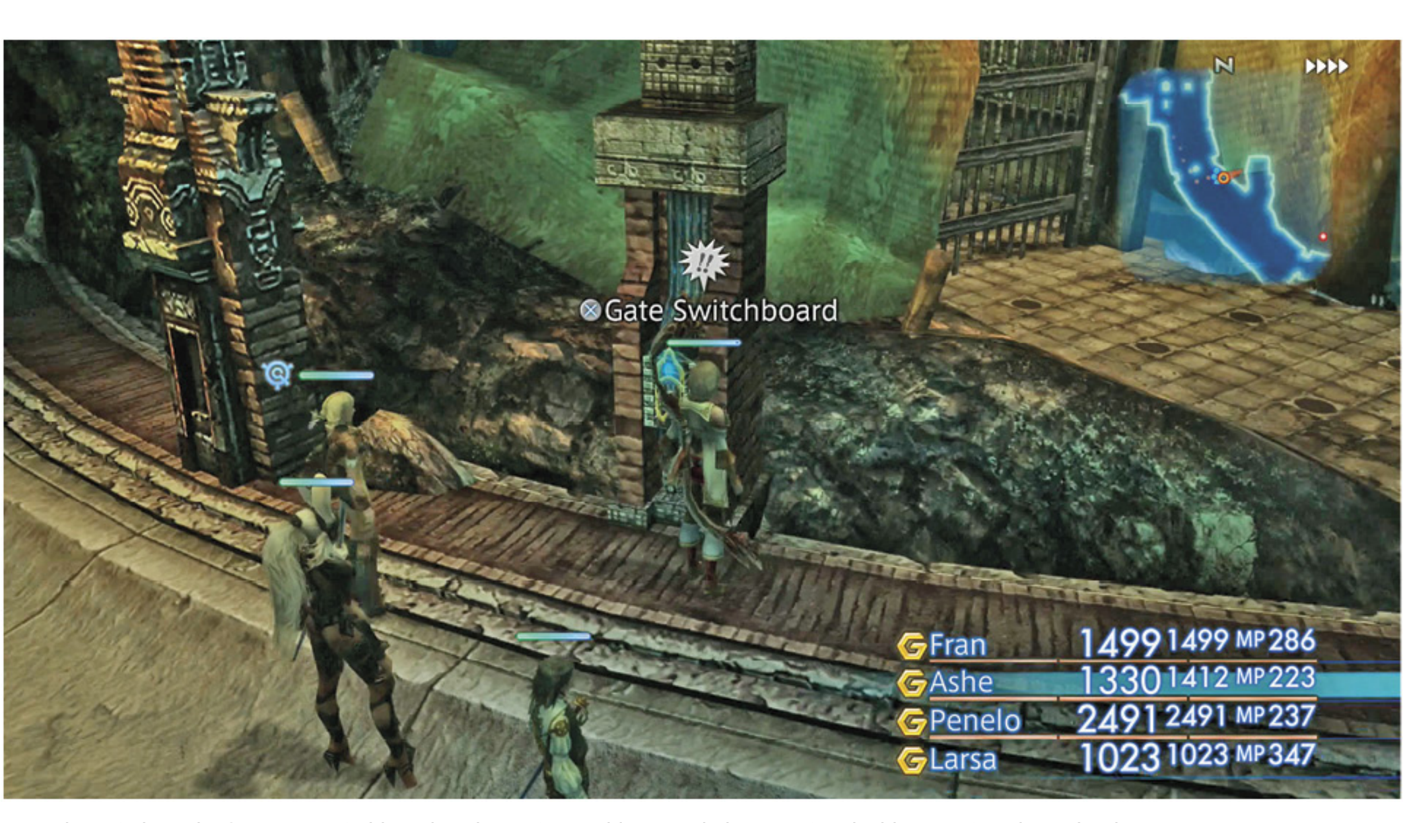
Navigate the Mine Maze

Step forward into the shaft, turn right, and proceed south until you find a glowing blue Gate Switchboard on the left side of the shaft. The following notes explain the gate system in the Henne Mines.

All mine gates are red or blue, as indicated by the glowing lights above each gate. (You can also see the gates marked by their color on the maps in this section.)

Each Gate Switchboard glows with either red or blue phosphor. The current color indicates which gates are closed.

Thus, if the switchboard glows blue, all of the blue gates are closed and all of the red gates are open. If the switchboard glows red, all of the red gates are closed and all of the blue gates are open.


Gate Switchboard
Fran 1499 1499 MP 286
Ashe 1330 1412 MP 223
Penelo 2491 2491 MP 237
Larsa 1023 1023 MP 347

Press the switch on the first Gate Switchboard to change it from blue to red, thus opening the blue gate just down the shaft.

When you first approach the switchboard in the North Entrance, it glows blue—blue gates close, red gates open. Press the switch to reverse this; the switchboard glows red—red gates close, blue gates open.

This opens the first gate just down the tunnel to the south, a blue gate. (It opens during a brief event.) Go through the open gate and proceed into the next area, Pithead Junction A.

A wounded Imperial warns the party about danger in the mines. Another Gate Switchboard is on the wall nearby. Press its switch to change it from red to blue. Suddenly, grotesque Jelly beasts drop from the ceiling and attack! They drop in two waves, three at a time. They’re weak against Fire, so cast Fira at them, or wipe them out with a Quickening Concurrence.

After eliminating the Jellies, exit the junction south or east and follow the bat-infested tunnel to the Map Urn for a full map of the mines. Near the urn, a flock of Seeker and Redmaw bats attack. Now return to Pithead Junction A.

COMBAT LOG
Ashe is now level 27!
Level Up
Level Up
2285
7 Chain
Fira Fran 1499 1545 MP 291
Attack Ashe 1330 1456 MP 223
Attack Penelo 2491 2491 MP 237
Attack Larsa 1023 1023 MP 347

A Jelly ambush drops from above (two waves, with three Jellies in each wave) each time you press the switch in Pithead Junction A.

Press the gate switch to close the red gates and open the blue gates again, then exit west. Follow the Phase 1 Shaft around into another big bat swarm; decimate the foes and proceed to the platform at the tunnel’s end. A doorway here leads to a staircase that descends into a large excavated cavern, the Phase 1 Dig.

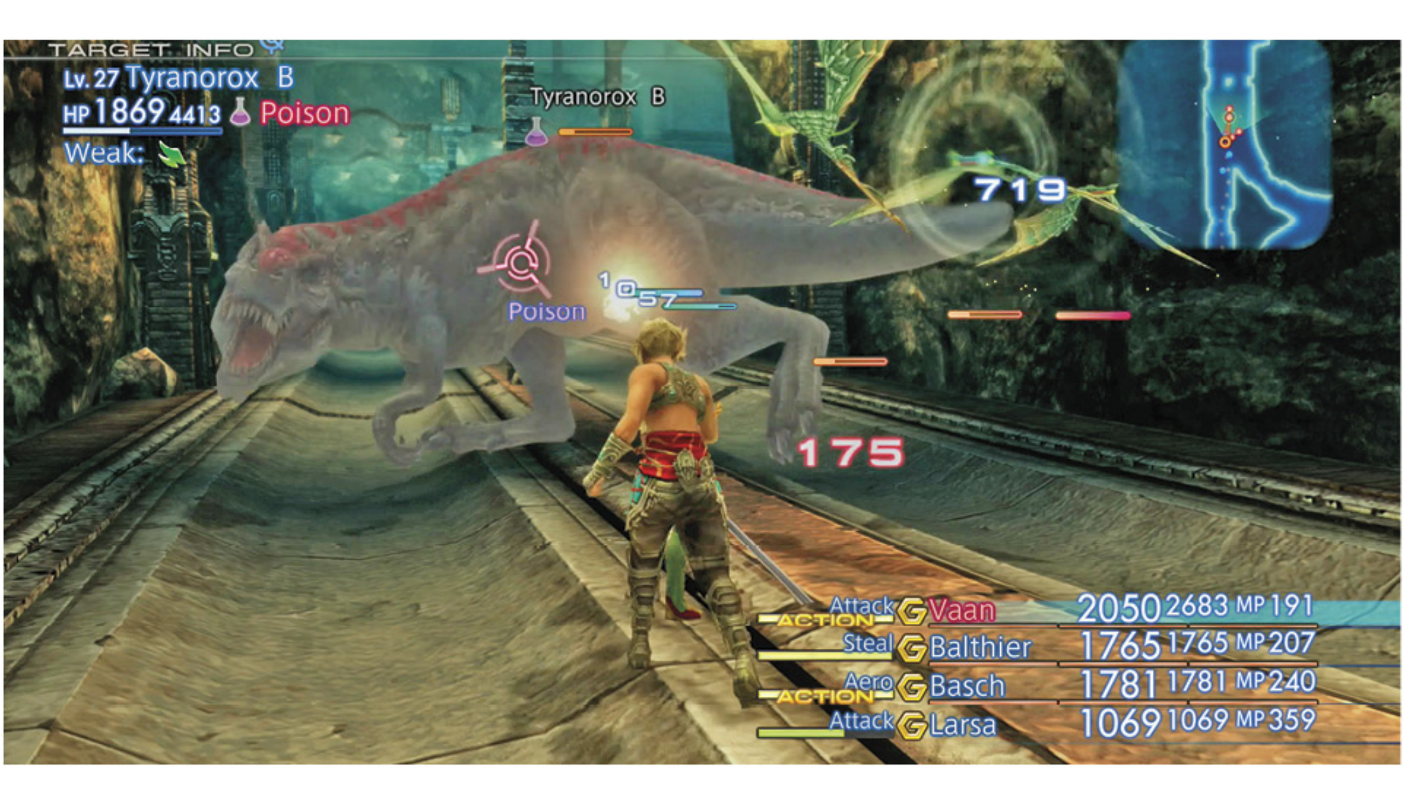
Chain the Bats

After wiping out the Jellies in the junction, you face quite a few Seekers and Redmaws in a row. Try to string together a nice, long Battle Chain.

Phase 1 Dig is a large area with trapped corridors, plenty of treasure coffers, and numerous foes. Look for the equine Nightmare in a northeast shaft; Nightmares can teleport from point to point in the room and cast Dark spells. More Nightmares roam elsewhere in these tunnels. Also, watch out for a treasure that turns out to be a Thunderbug in disguise! Continue to the east until you can exit into the next area, Crossover A.

Solve the Gate Puzzle

Now you must open the gates in the correct order to get north into the Staging Shaft. In Crossover A, move north to where the tracks split; take the left fork heading north through an open blue gate to meet a big dinosaur, a Tyranorox. Don’t worry—his bite is bad, but he’s easier to drop than he looks. Hit him with a few Aero spells to take him down a notch; Tyranoroxes are weak against Wind magick. Continue north, then exit east into Crossover B.


TARGET INFO
Lv. 27 Tyranorox B
HP 1869 4413 Poison
Weak:
Tyranorox B
719
Poison
1057
175
Attack Vaan 2050 2683 MP 191
Steal Balthier 1765 1765 MP 207
Aero Basch 1781 1781 MP 240
Attack Larsa 1069 1069 MP 359

Be ready for this Tyranorox! Don’t let the bats distract you from a focused attack against this large creature.

In Crossover B, go left (north) and through the open blue gate. Follow the mine shaft until you reach another junction area, Pithead Junction B. Ready for more Jellies than you ever thought possible? Press the Gate Switchboard switch to change it from red to blue—that is, closed blue gates and open red gates. After doing so, a total of eight Jellies drop from the ceiling, with a lot more on the way! If you have any characters with Quickening spells and a Mist Charge to get a Quickening started, give that a try. If not, you may want to run out of there, fast.

COMBAT LOG
Jelly L begins casting Poison.
3553
276 Exp
3271
Chain Level
10-Chain
Attack Vaan 2210 2731 MP 192
Steal Balthier 1268 1811 MP 212
Fira Basch 1510 1830 MP 251
Attack Larsa 957 1069 MP 359

Boy, that’s a lot of Jelly. Use a Quickening on them, or fire-based attacks like Fira, or the Esper Belias.

Now head west back into Crossover A, take the right fork to veer north (fighting another Tyranorox en route), and then exit into Crossover B. This time the red gates are open instead of the blue, so turn right and then go left around three corners until you can exit north and veer into the Staging Shaft.

This triggers a dramatic event in which Larsa notes the rich veins of magicite in this mine, and then Mjrn suddenly appears, staggering and disoriented. She calls Ashe a “power-hungry hume” and then rushes up a mine shaft to the north. A Save Crystal, at last! Save your game and follow Mjrn up that shaft.

Tiamat

LVL	HP	EXP	LP	STEAL
25	49993	0	15	Hi-Potion, Ring Wyrm Scale, Leo Gem

As you’d expect, Tiamat is the toughest boss thus far in the game. Its real strength is its resiliency; its defense is considerable, especially when its HP bar drops below 20 percent. If you have Quickenings available (and you should have several characters with Quickenings by now), open with a good series right away, chaining at least three hits to trigger an Inferno or Cataclysm blast, too.

Tiamat will focus its attention almost exclusively on one target at a time, as most of its attacks are physical. That target will need a load of healing from his/her comrades. It’s a good idea for each party member to have a gambit that casts Raise or uses Phoenix Down on any ally, so that if someone gets KO’d, he or she gets revived automatically.

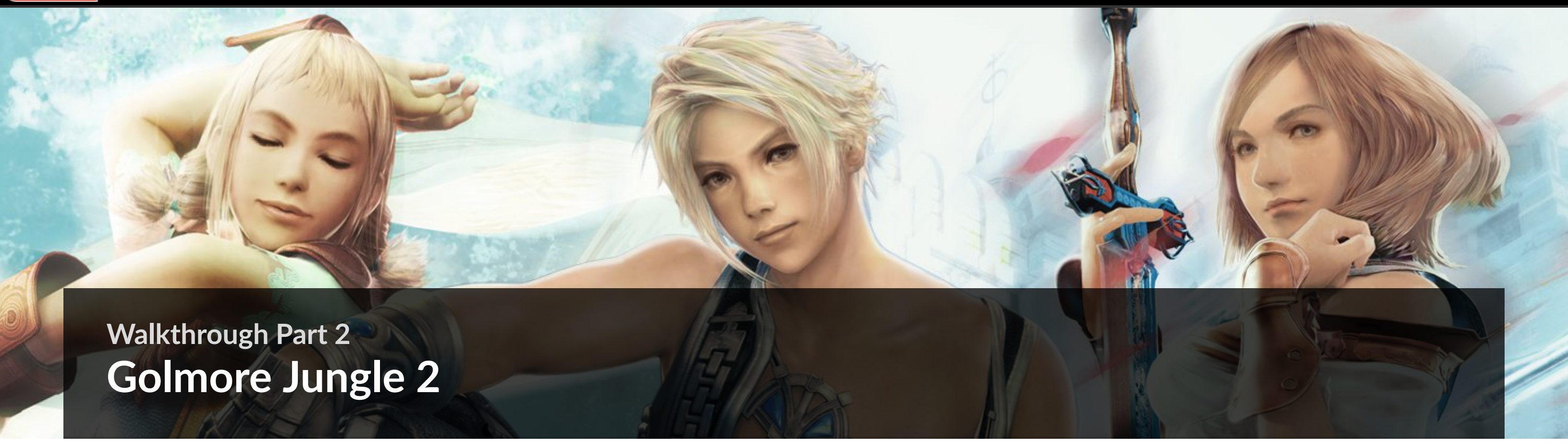
Note that just one good shield can make the difference against an enemy like Tiamat, who deals out primarily physical damage and focuses on single targets. Make sure your “heavy” fighter (best Strength and armor) has the best shield available, then send him or her in to trade blows toe-to -toe with Tiamat using a powerful melee weapon like an axe or hammer. Have your other two controllable characters hang back with ranged weapons loaded mainly for support (status effect bolts/arrows/bullets).

Keep Larsa Whole

Like other guest characters, Larsa is a deadly and efficient ally to have in a boss fight. Make sure he stays healed! If he goes down, revive him immediately. After all, you can’t swap him out.

Tiamat likes to munch on one target until that one falls, then turn to the next unlucky victim. Have two characters focus primarily on healing while the other two (one of whom is Larsa) focus on pounding away at the boss.

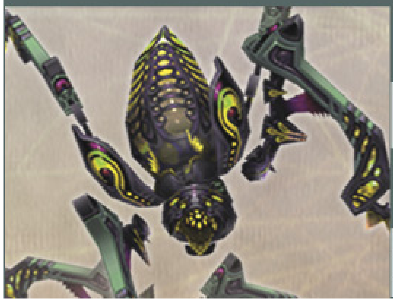
After Tiamat finally goes down, Mjrn emerges and collapses. Fran goes to her and learns why Mjrn came to investigate the hume activity in the mines. The party returns the stricken viera to her village. In return, Jote hands over Lente’s Tear, a key item that will grant the party access through the magickal barriers in the woods.



Walkthrough Part 2

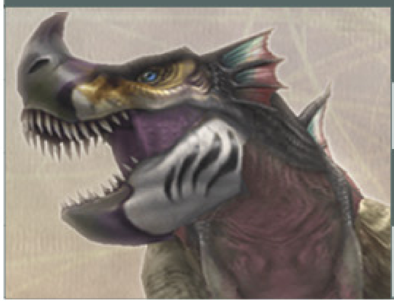
Golmore Jungle 2

THUNDERBUG



LEVEL	HP
23-25	2083-2303
EXP	LP
744-922	1

DIRESAUR



LEVEL	HP
27-28	5281-5621
EXP	LP
2891-3017	2

Action Checklist

The enemies here are the same as Golmore Jungle (West) except for Diresaur.

1. Navigate through eastern Golmore Jungle.

2. Defeat the Elder Wyrm.

3. Proceed to the Paramina Rift.

Move into the Dragon's Dell

Exit Eruyt Village into Golmore Jungle and go left to the magick seal. Sure enough, it dissipates when the party approaches and they pass through it safely into Whisperleaf Way. Fight past the Malboros and Gargoyles along the path and enter The Parting Glade to find another Save Crystal. Use it! Just to the north, in the Dell of the Dreamer, another powerful boss is about to awaken.

Elder Wyrm

The Elder Wyrm spews evil status magick.

LVL	HP	EXP	LP
27	71692	0	14

STEAL
Succulent Fruit, Feystone, Emperor Scale

Esuna or Later

Cast Esuna on allies to remove status ailments. It won't remove Oil, however; that only comes off with the Handkerchief item. Remove Oil immediately before the Elder Wyrm can launch a Fireball attack.

This guy's big, and he's mad. He has two Treant minions and an arsenal of nasty status magicks like Slow, Blind, Silence, Sleep, Confuse, and Poison. He also uses Oil, then follows up later with Fireball, which can inflict over 1,000 HP of damage a pop. Ouch!

But overall, the Elder Wyrm doesn't inflict big damage with his physical attacks. What makes this battle tough is the onslaught of ailments caused by his Sporefall ability. If you don't come to this battle well-prepared, you will spend much of the fight removing status ailments instead of inflicting damage on the beast.

So, how do you prepare for the Elder Wyrm? First, if your party configuration allows for it, make sure Esuna is in your gambits somewhere. It consumes a good chunk of MP to cast, but considering the multiple status ailments the Elder Wyrm inflicts, Esuna relief is well worth it. You should also try to keep the party from bunching up. If the party is spread out enough, there is a good chance that Sporefall will not hit everyone and you will have at least one character ailment-free and ready to cast Esuna. Finally, be prepared with with items like Handkerchief, Echo Herbs, Antidote, Nu Khai Sand, and so on, for removing bad status effects.

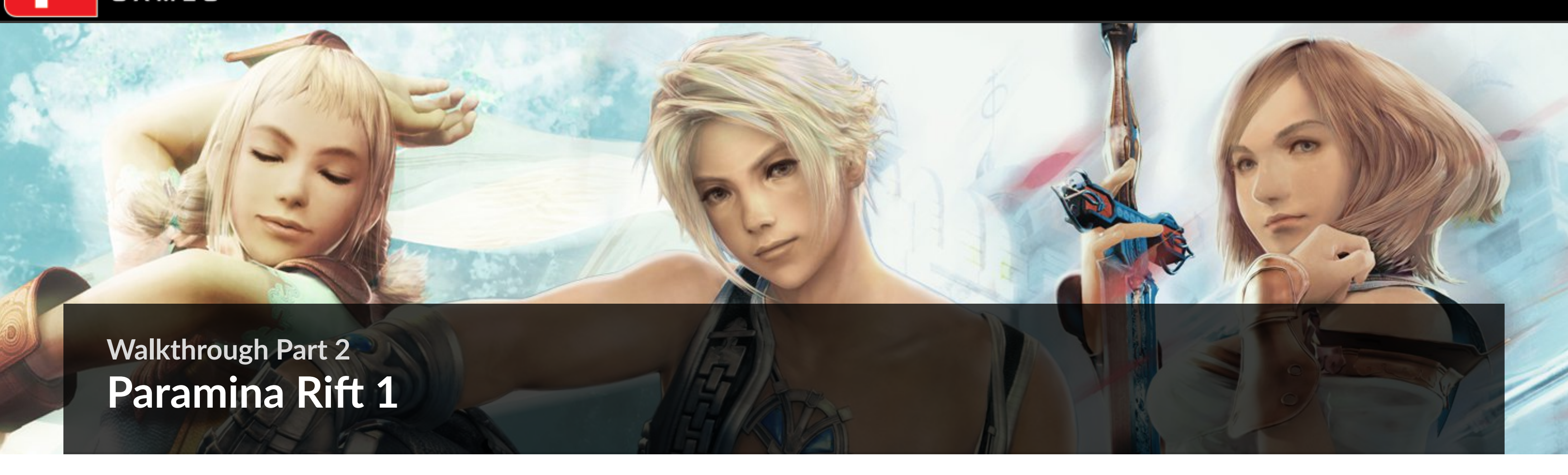
Start with a Quickening chain, if possible. With a good chain that triggers an area attack like Inferno or Cataclysm, you can hurt the Elder Wyrm and seriously degrade his two Treant minions. Finish up the Treants quickly and focus on the boss. Watch for those status ailments, especially the ones that are immediately debilitating, like Sleep (removed by Esuna or Prince's Kiss), Confuse (removed by Nu Khai Sand), or Silence (removed by Vox, Esuna, or Echo Herbs). Use non-afflicted characters to remove these first.

If your active characters get overwhelmed by the ailments, make a wholesale party change. If the fresh reserve members have Mist Charges available, unleash a Quickening sequence right away. Keep the pressure on the wyrm!

After the fight, go south into The Parting Glade and use the Save Crystal. Next, continue the journey east through the jungle, pushing into the Branchway where a flock of Gargoyles await. Continue east through the Greenswathe until you finally reach the Paramina Rift.

Dire Sore

If you take the northern path across the Branchway and the Greenswathe, you run into a powerful Level 27 Diresaur protecting treasure on a platform.



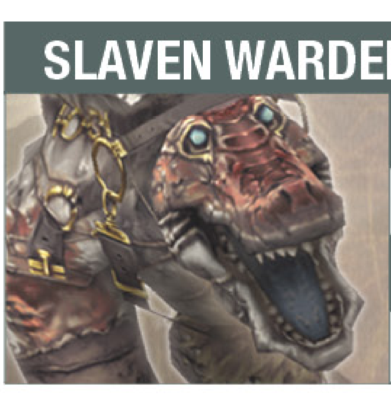
Walkthrough Part 2

Paramina Rift 1

WILD ONION

LEVEL	HP
25-27	1496-1736
EXP	**LP**
699-907	1

SLAVEN WARDER



LEVEL	HP
27-28	2623-2743
EXP	**LP**
1124-1225	1

WHITE WOLF

LEVEL	HP
24-25	1498-1608
EXP	**LP**
894-987	1

BARITINE CROC

LEVEL	HP
26-28	4448-4668
EXP	**LP**
1562-1748	1

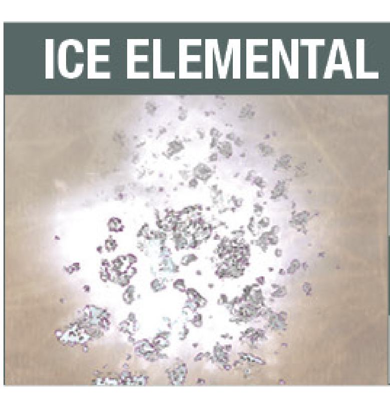
GARUDA-EGI

LEVEL	HP
26-27	2997-3065
EXP	**LP**
1416-1508	2

TWINTANIA

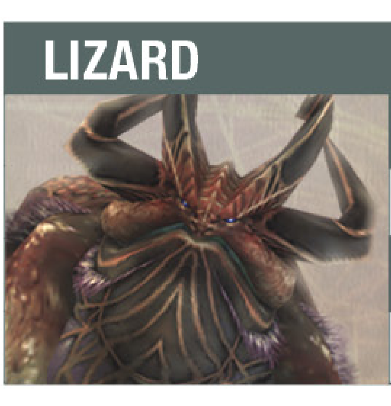
LEVEL	HP
27-28	4917-5257
EXP	**LP**
2051-2177	2

ICE ELEMENTAL



LEVEL	HP
25	14830
EXP	**LP**
5583	4

LIZARD



LEVEL	HP
24-26	2342-2562
EXP	**LP**
1172-1358	1

SKULL KNIGHT

LEVEL	HP
25-26	1873-1933
EXP	**LP**
1235-1328	1

YETI

LEVEL	HP
27-29	4237-4477
EXP	**LP**
1660-1862	2

DARK SKELETON

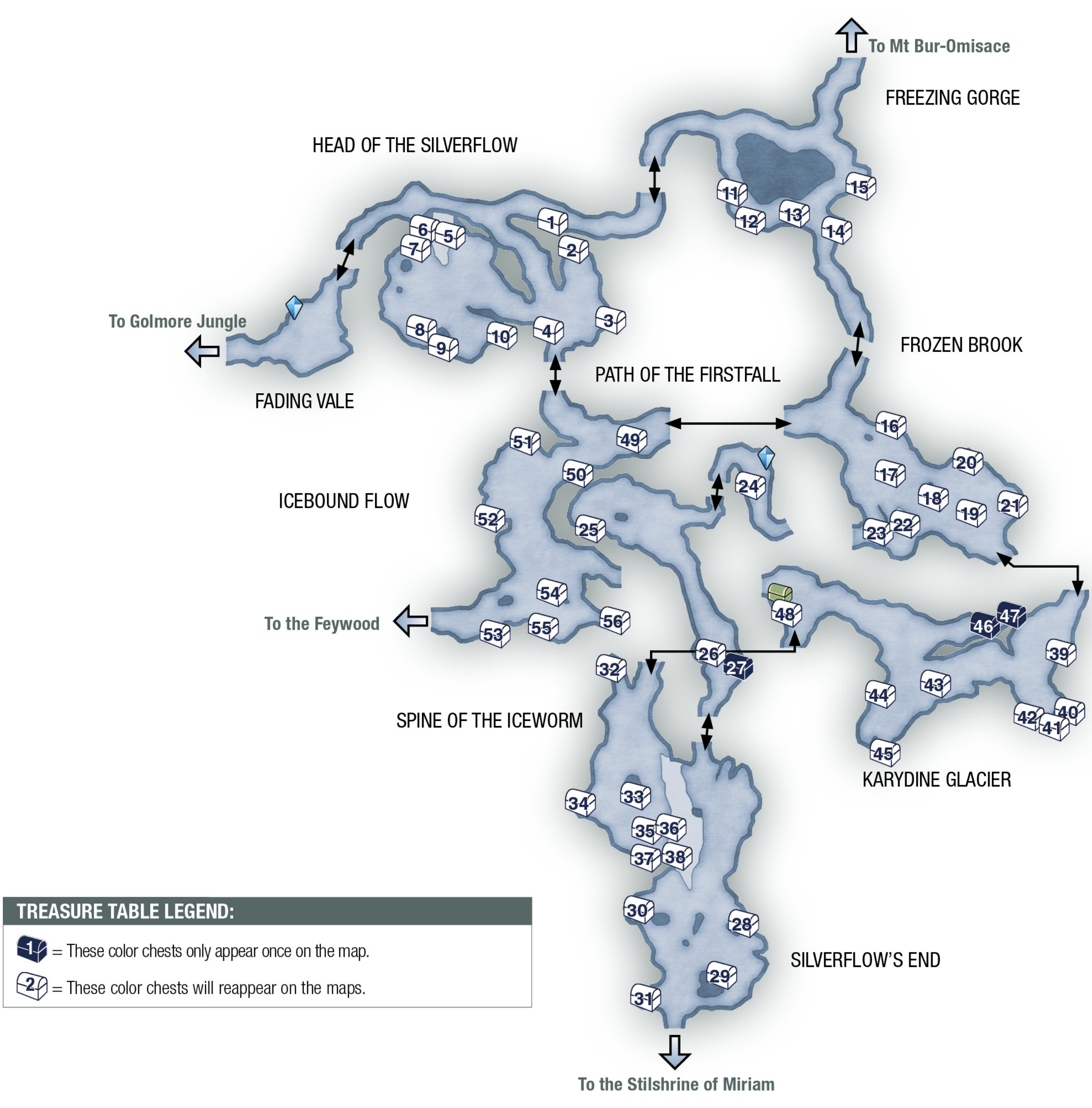
LEVEL	HP
25-26	1488-1548
EXP	**LP**
1164-1257	1

EMPEROR AEVIS

LEVEL	HP
27-28	5900-6240
EXP	**LP**
2255-2381	2

Action Checklist

1. Cross the northern edge of the Paramina Rift to Mt Bur-Omisace.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

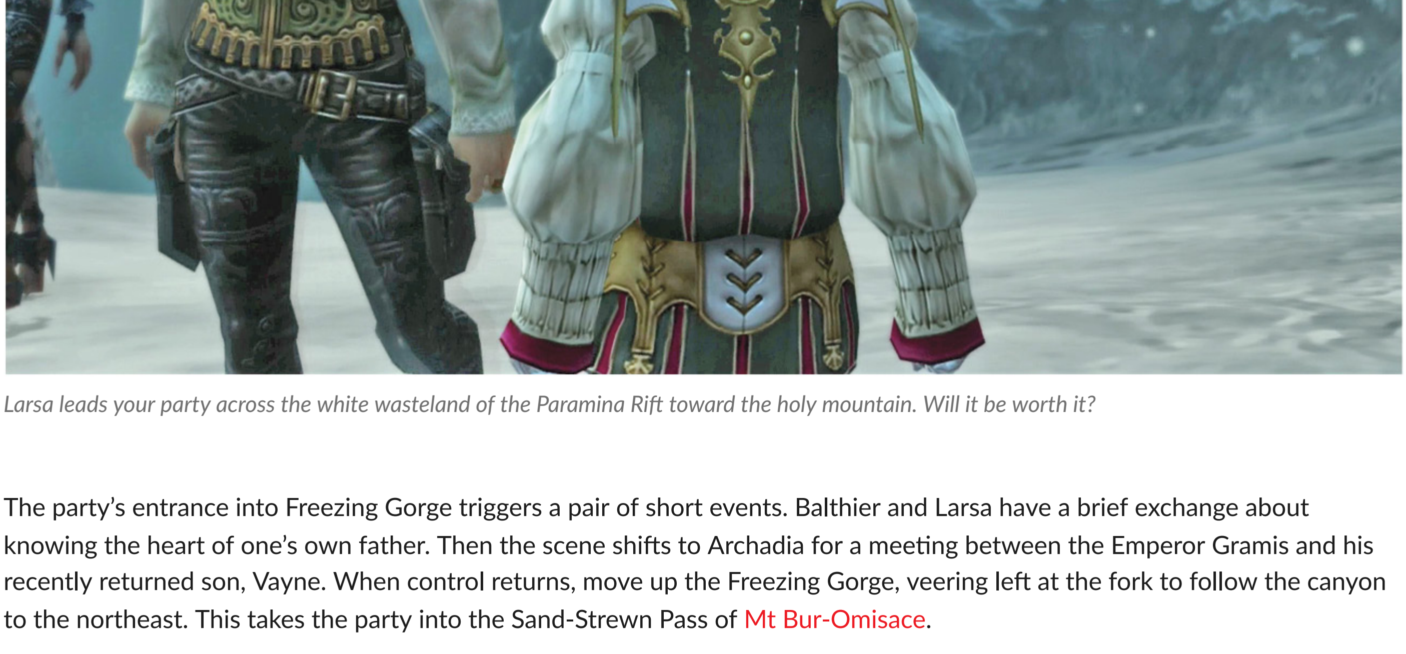
2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	70%	35%	~300	Hi-Potion	Mage's Hat	Knot of Rust	Meteorite (C)
2	70%	35%	~300	Potion	Burgonet	Knot of Rust	Meteorite (A)
3	70%	35%	~300	Gold Needle	Flame Shield	Knot of Rust	Meteorite (B)
4	70%	35%	~300	Antidote	Phoenix Down	Knot of Rust	Meteorite (A)
5	70%	35%	~300	Hi-Potion	Rime Fang	Knot of Rust	Meteorite (A)
6	70%	35%	~300	Gold Needle	Rime Fang	Knot of Rust	Meteorite (A)
7	70%	35%	~300	Hi-Potion	X-Potion	Knot of Rust	Meteorite (A)
8	70%	35%	~300	Antidote	Remedy	Knot of Rust	Meteorite (A)
9	70%	35%	~300	Gold Needle	Red Cap	Knot of Rust	Meteorite (A)
10	70%	35%	~300	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
16	75%	30%	~250	Chronos Tear	Bangle	Knot of Rust	Meteorite (A)
17	75%	45%	~300	Rime Fang	Elfin Bow	Knot of Rust	Meteorite (A)
18	75%	50%	~400	Hi-Potion	Remedy	Knot of Rust	Meteorite (B)
19	75%	30%	~300	Eye Drops	Long Bolts	Knot of Rust	Meteorite (A)
20	75%	30%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
21	75%	30%	~250	Antidote	Parallel Arrows	Knot of Rust	Meteorite (A)
22	75%	30%	~250	Rime Fang	Hi-Potion	Knot of Rust	Meteorite (A)
23	75%	30%	~250	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
24	100%	98%	~210	Knot of Rust	Knot of Rust	Knot of Rust	Meteorite (A)
25	65%	20%	~310	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
26	3%	90%	1	X-Potion	Bacchus' Wine	Knot of Rust	Meteorite (C)
27	100%	0%	—	Revive	Revive	Revive	Revive
28	80%	60%	~350	Bio Mote	Sledgehammer	Knot of Rust	Meteorite (A)
29	80%	60%	~350	Ether	Gladius	Knot of Rust	Meteorite (A)
30	80%	60%	~350	Rime Fang	Icebrand	Knot of Rust	Meteorite (A)
31	75%	60%	~300	Ether	Glacial Staff	Knot of Rust	Meteorite (A)
32	70%	60%	~400	Remedy	X-Potion	Knot of Rust	Meteorite (A)
33	80%	60%	~350	Aero Mote	Hi-Potion	Knot of Rust	Meteorite (B)
34	80%	60%	~350	Aero Mote	Hi-Potion	Knot of Rust	Meteorite (A)
35	70%	70%	~500	Rime Fang	Hunting Crossbow	Knot of Rust	Meteorite (A)
36	70%	70%	~500	Hi-Potion	Platinum Shield	Knot of Rust	Meteorite (A)
37	70%	70%	~500	Rime Fang	Loxley Bow	Knot of Rust	Meteorite (A)
38	70%	80%	~200	Rime Fang	Elixir	Knot of Rust	Meteorite (C)
39	75%	50%	~260	Potion	Power Rod	Knot of Rust	Meteorite (C)
40	75%	50%	~250	Rime Fang	Six-fluted Pole	Knot of Rust	Meteorite (A)
41	75%	50%	~250	Ether	Murasame	Knot of Rust	Meteorite (A)
42	75%	40%	~270	Hi-Potion	Betelgeuse	Knot of Rust	Meteorite (A)
43	75%	55%	~300	Remedy	Hi-Potion	Knot of Rust	Meteorite (B)
44	75%	50%	~250	Ether	Thorned Mace	Knot of Rust	Meteorite (A)
45	75%	40%	~270	Ether	Gaia Rod	Knot of Rust	Meteorite (A)
46	1%	0%	—	Baltoro Seed	BaltoroSeed	Baltoro Seed	BaltoroSeed
47	100%	0%	—	Death	Death	Death	Death
48	75%	40%	~270	Ether	Ice Shield	Knot of Rust	Meteorite (A)
49	75%	50%	~300	Hi-Potion	Jujitsu Gi	Knot of Rust	Meteorite (A)
50	75%	50%	~300	Chronos Tear	Storm Spear	Knot of Rust	Meteorite (A)
51	75%	50%	~300	Ether	Demonsbane	Knot of Rust	Meteorite (A)
52	75%	50%	~300	Hi-Potion	Headband	Knot of Rust	Meteorite (B)
53	75%	50%	~300	Chronos Tear	Recurve Crossbow	Knot of Rust	Meteorite (A)
54	75%	50%	~300	Rime Fang	Close Helmet	Knot of Rust	Meteorite (A)
55	75%	50%	~300	Rime Fang	Diamond Shield	Knot of Rust	Meteorite (A)
56	75%	50%	~300	Ether	Lamia's Tiara	Knot of Rust	Meteorite (C)

Cross the Rift to Mt Bur-Omisace

The Paramina Rift is a snowy, dangerous place, but you don't have to spend much time here. After saving at the crystal in the Fading Vale, exit via the northeast canyon. Fight through the Head of the Silverflow area. Move across the rock bridge heading east until you reach a fork in the path.

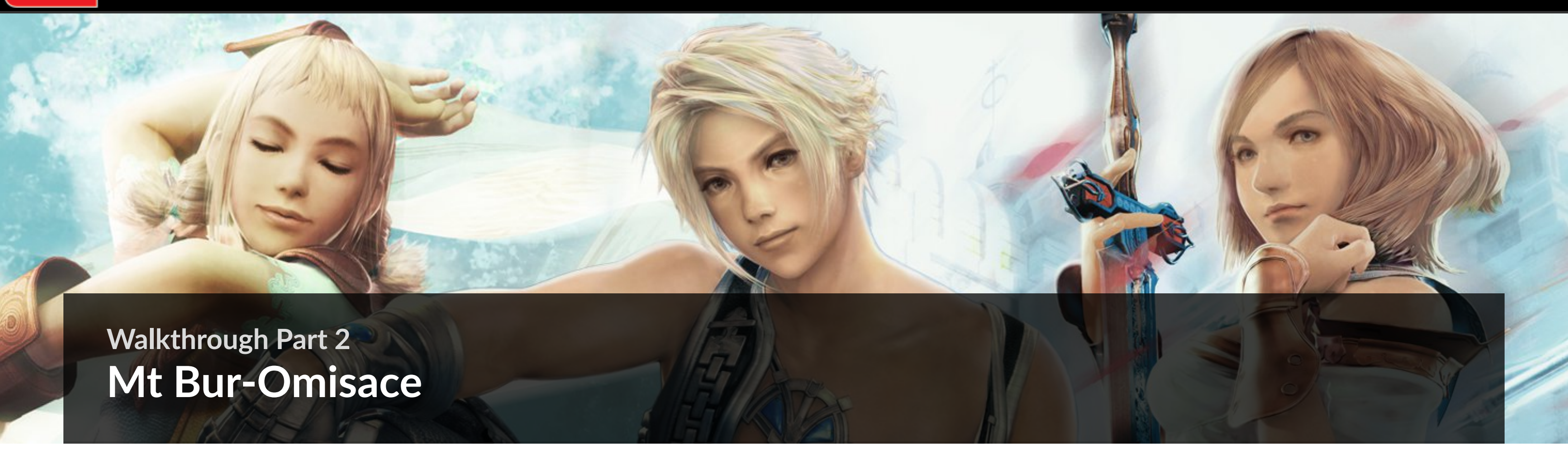
The right fork leads down into an area filled with Skull Knights and other cold-weather creatures; you can explore this area, fighting and looking for treasure. Or you can just skip it for now and take the left fork instead up the northeast canyon into the next area, Freezing Gorge.



Larsa leads your party across the white wasteland of the Paramina Rift toward the holy mountain. Will it be worth it?

The party's entrance into Freezing Gorge triggers a pair of short events. Balthier and Larsa have a brief exchange about knowing the heart of one's own father. Then the scene shifts to Archadia for a meeting between the Emperor Gramis and his recently returned son, Vayne. When control returns, move up the Freezing Gorge, veering left at the fork to follow the canyon to the northeast. This takes the party into the Sand-Strewn Pass of Mt Bur-Omisace.

Father and son discuss the future of House Solidor. Will it live on? And by what means?

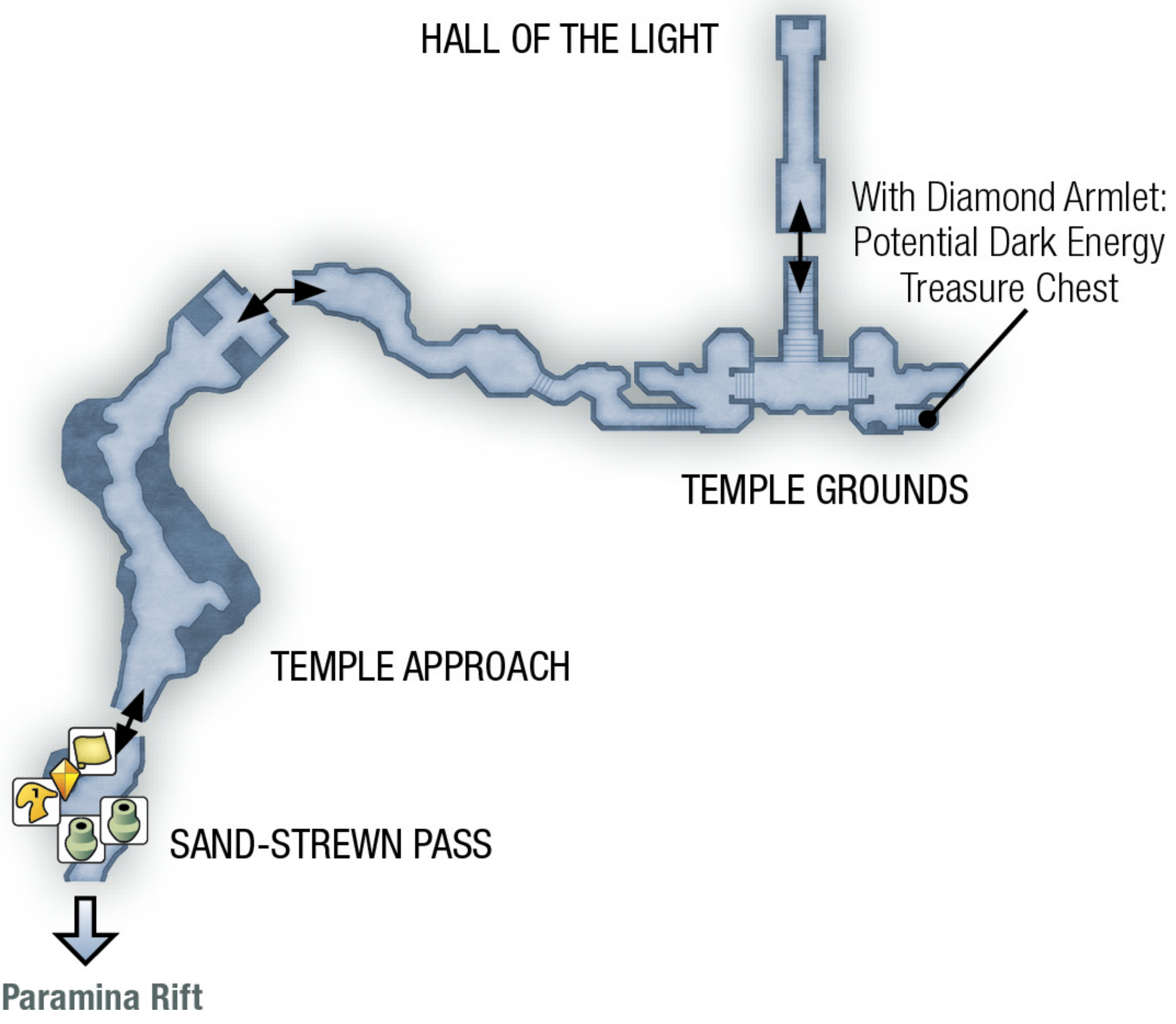


Walkthrough Part 2

Mt Bur-Omisace

Action Checklist

1. Speak to the Gran Kiltias.



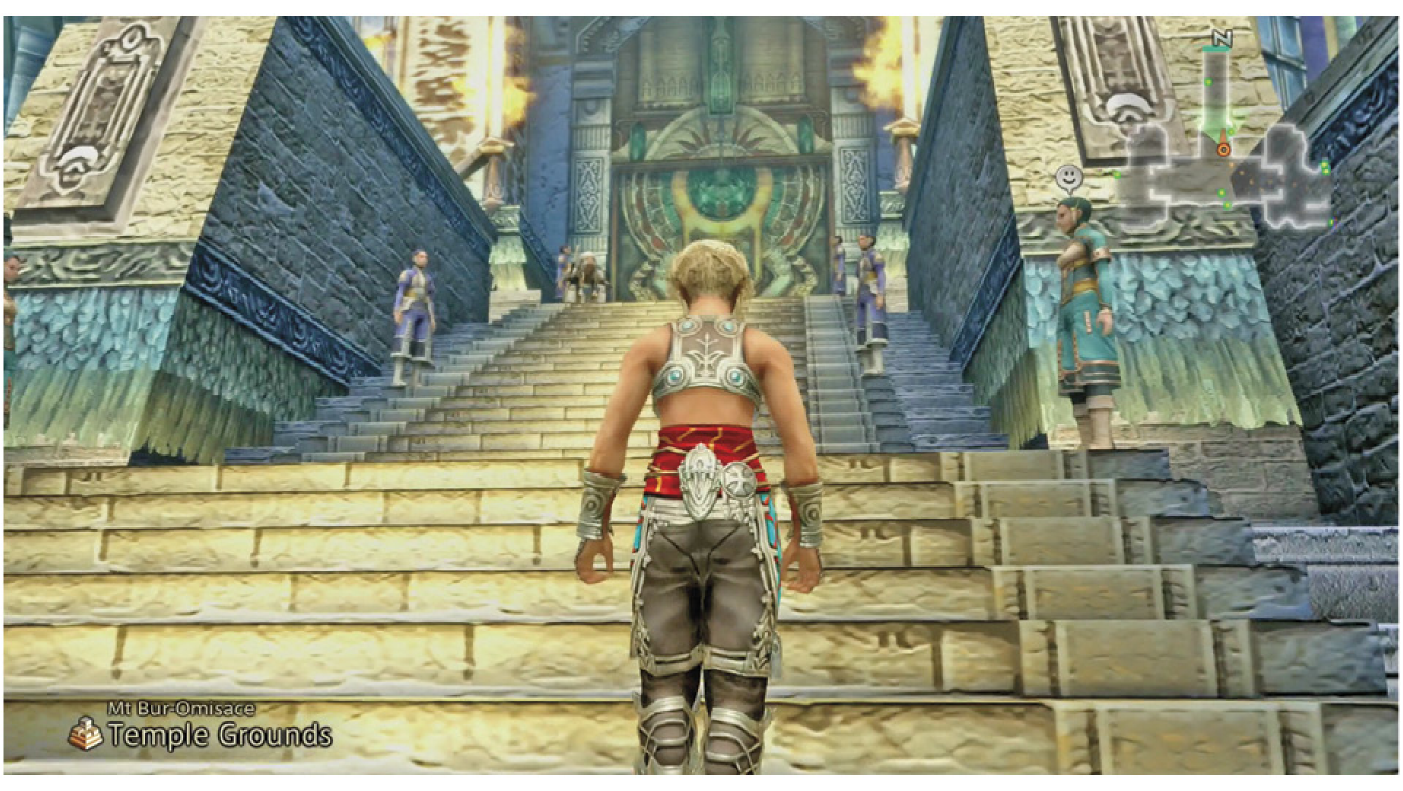
Explore and Restock

Here you can buy maps for both the Paramina Rift and Mt Bur-Omisace from the Cartographers' Guild moogle, then shop with the two traveling merchants. One sells weapons, armor, and items; the other sells accessories, ammo, and magick. Buy new magicks—Curaga, Blizzara, Berserk, and Darkra are all new here—sell loot to make gil and unlock bazaar goods, and take a look to see if meaningful upgrades are available for the heroes. This will depend on how many clan hunts you've been doing on the side; usually, side quest and hunt rewards are going to be better than upgrades you can make along the way at shops.

Meet with the Gran Kiltias

Now walk to the Hall of Light in the main temple. To get there, work your way through the Temple Approach and Temple Grounds. Talk to people along the way. You can learn plenty of interesting things about the sense of safety and refuge here and how generous the Kiltias are.

The temple is a spectacular place and a refuge for all who come to the holy mountain of the Kiltias.

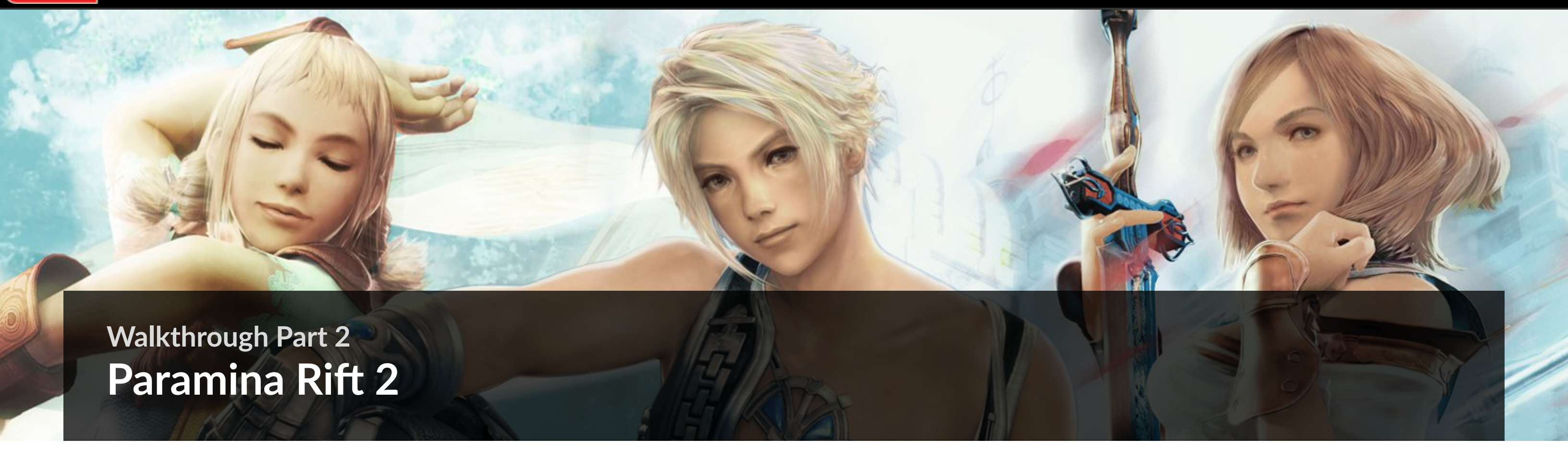


Climb these stairs up into the Hall of Light.

Climb the temple stairs up to the huge doors, called the Gate of the Holy Circle. Open the doors and approach the altar to trigger an event in which the Gran Kiltias meets with your party. Larsa has invited a visitor to the meeting, as well: Al-Cid Margrace, member of the ruling family of Rozarria, who arrives with some shocking news. This causes the Lady Ashe to change her request of the Gran Kiltias.

The scene switches to a grim new situation unfolding in the Imperial Palace of Archadia. Can war still be averted?

As the long event draws to a close, the Gran Kiltias sends your party back across the Paramina Rift to the Stilshrine of Miriam for a new relic that can counter Vayne's dark power growing in the east. Larsa leaves your party, and your next destination lies to the south.



Walkthrough Part 2

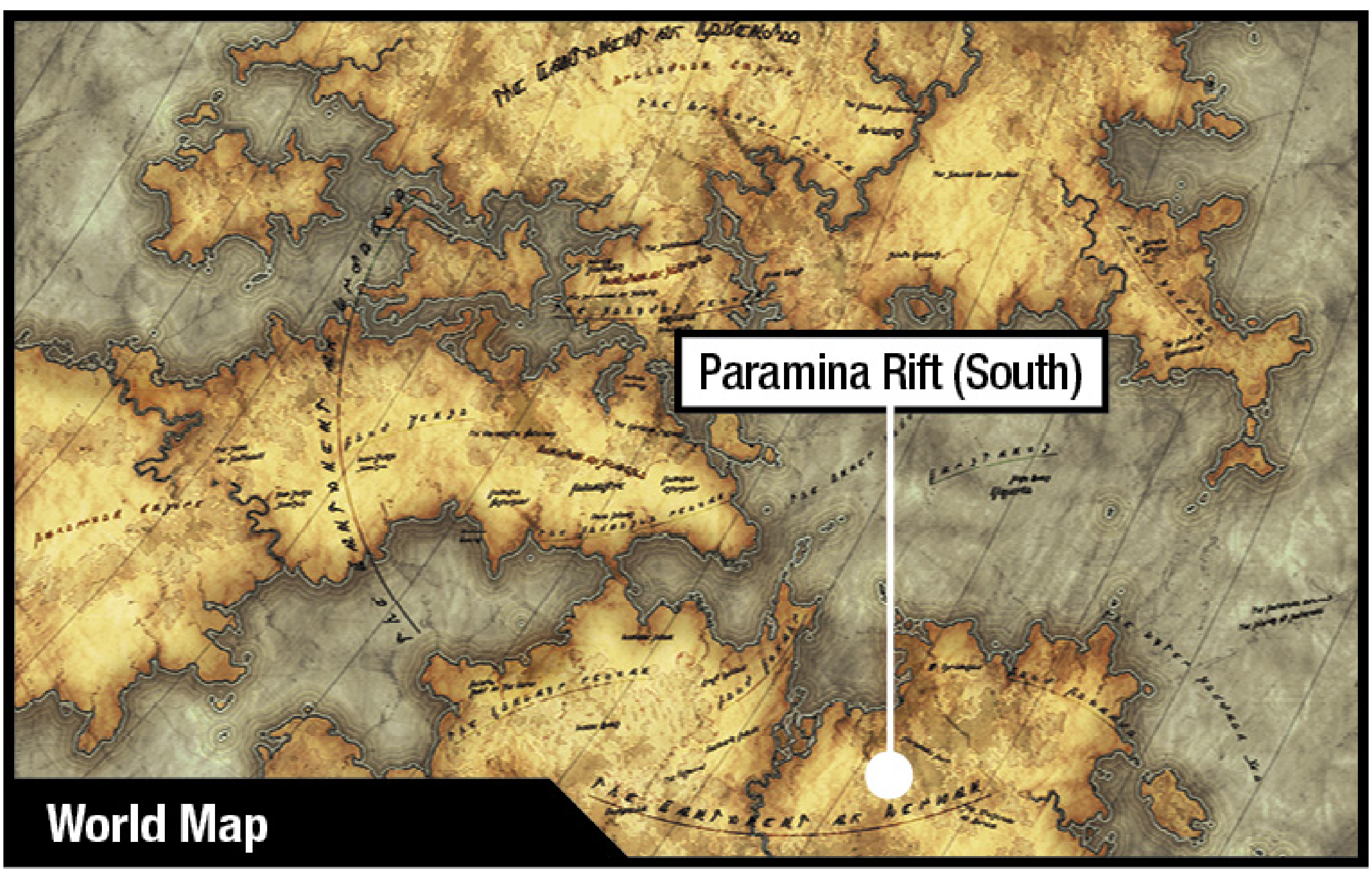
Paramina Rift 2

OBJECTIVE

Find the Sword of Kings in the Stilshrine of Miriam

The Gran Kiltias made mention of a great sword that can destroy nethicite. It is hidden in a vast underground sanctuary south of the frigid hoarfrost of the Paramina Rift.

Action Checklist



1. Cross the Paramina Rift to find the Stilshrine of Miriam.

Enemies here are the same as Paramina Rift's earlier listing.

Cross the Paramina Rift

Leave Mt Bur-Omisace and head back into Paramina Rift. Wander the wider Paramina Rift, if you want to just explore or take a peek at the Feywood via the western exit from the Icebound Flow area. At this point in the game, though, the Feywood beasts are likely many levels higher than your characters. Also, avoid the extremely powerful Anchag creature that roams in the Karydine Glacier. This foe can KO a party member with a single hit!

When It's Snowing

Sometimes after you transition into a new area of the Paramina Rift, it will be snowing. A snowfall can bring out the powerful Ice Elemental, so be careful. Remember, an elemental is not aggressive unless you use magick in its presence.

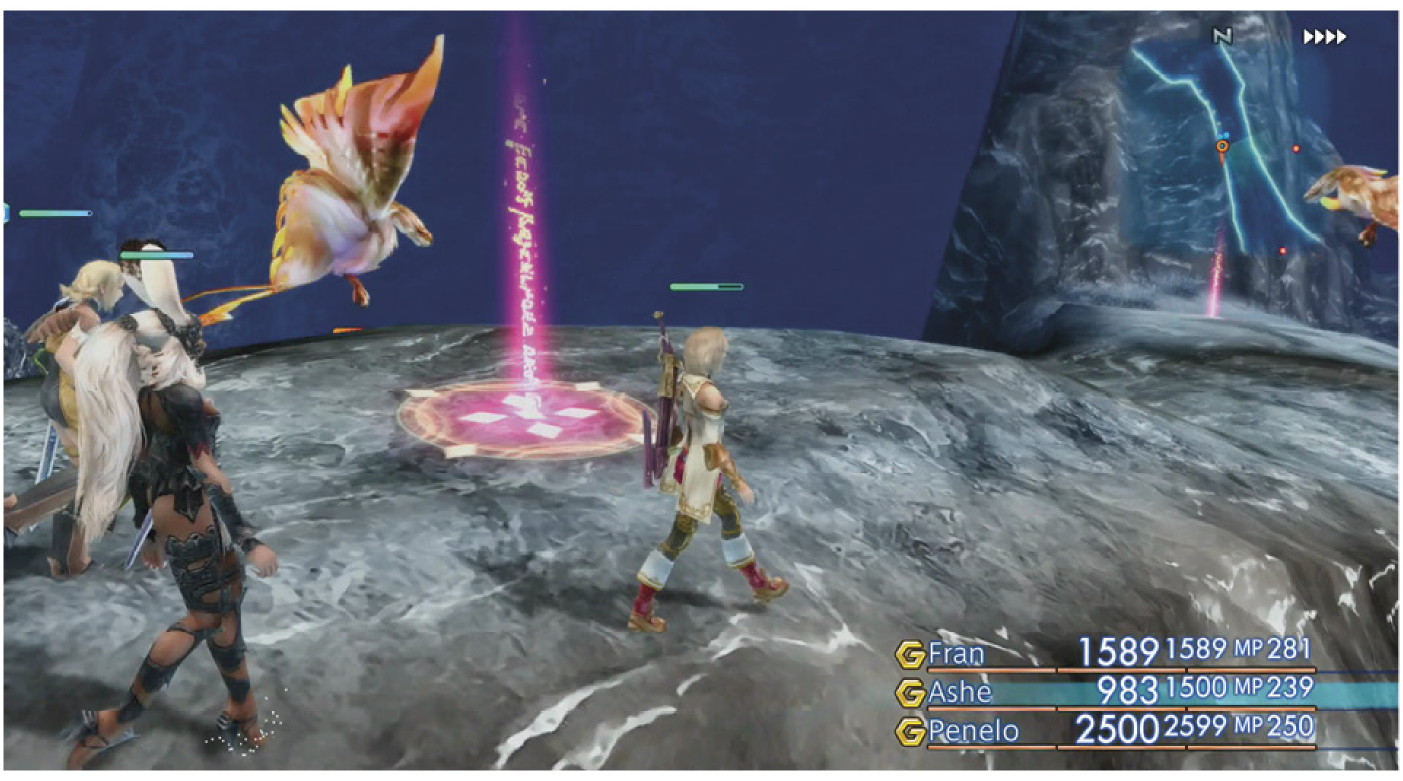
Side Quest: Paramina Exploration

To try the side quest/exploration route in the Paramina Rift, start at the Frozen Brook and head either east into the Icebound Flow or south into the Karydine Glacier. Explore the areas shown on this map, but don't exit Icebound Flow to the west into the Feywood yet! Fierce foes at level 40 and higher roam that area.

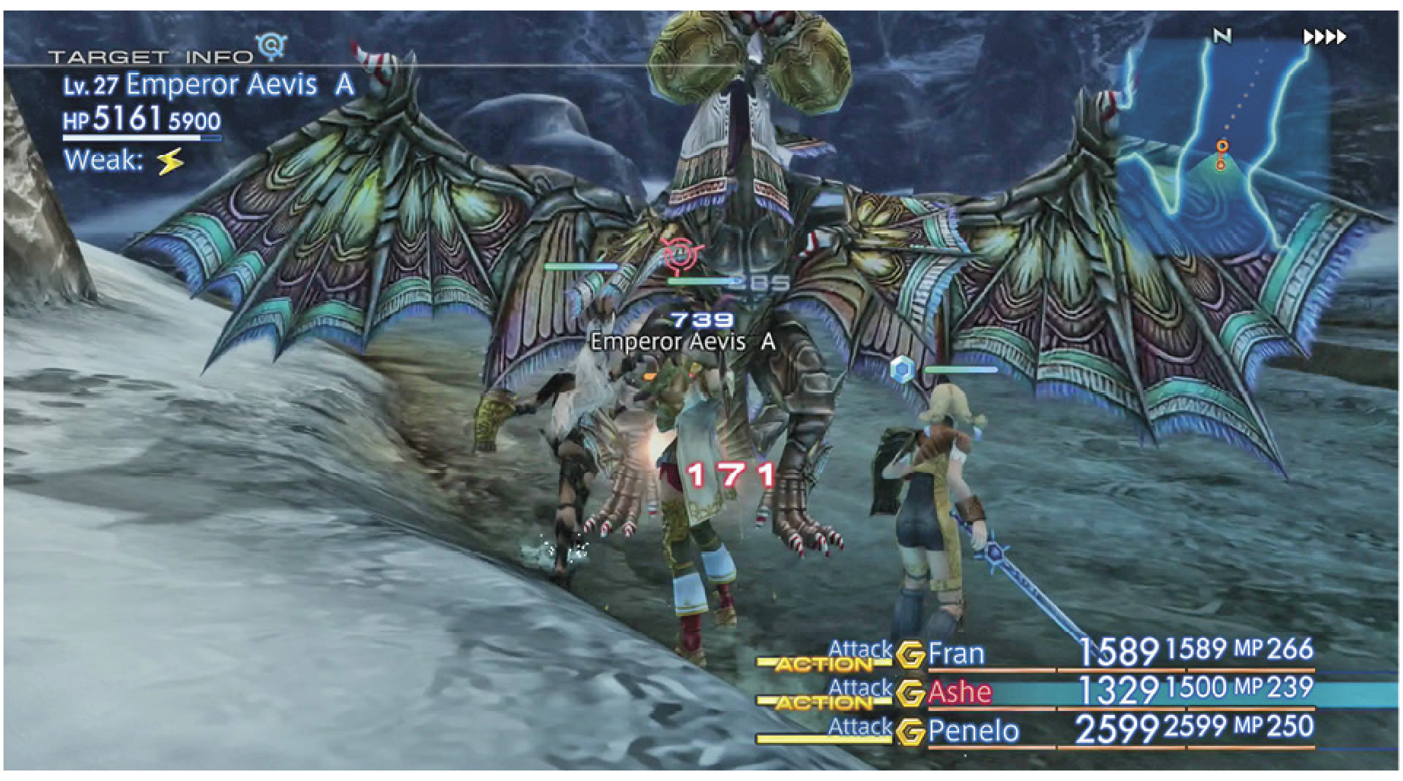
There are a number of hunts in this area: Befoulment of the Beast, Wyrm Wrath's Renewal, and Paramina Run. Paramina Run is a fight against a white chocobo named "Trickster," and it is especially difficult. It does, however, earn a Bronze-grade "Sharpshooter" trophy.

For purposes of the story walkthrough, the most direct route to the Stilshrine starts at Freezing Gorge and heads south to Frozen Brook, then southwest to the Path of the Firstfall where you find a Save Crystal. From the crystal, go west and then south to exit into the Spine of the Icewyrm area, where some new enemies make an appearance. In particular, you must cross an ice bridge guarded by a trio of flying Garuda-Egi (weak against Dark magick) and filled with explosive traps. Use your ranged-weapon allies and magick attackers against them. If you've started the hunt for the Feral Retriever, you'll encounter it along this route to the west of the Save Crystal as well.

Continue south through Silverflow's End, but watch out for a Level 29 Emperor Aevis lurking in this area. Hit it with a few Thunder spells to soften it up, then take it down. Finally, exit south to reach the Stilshrine of Miriam.

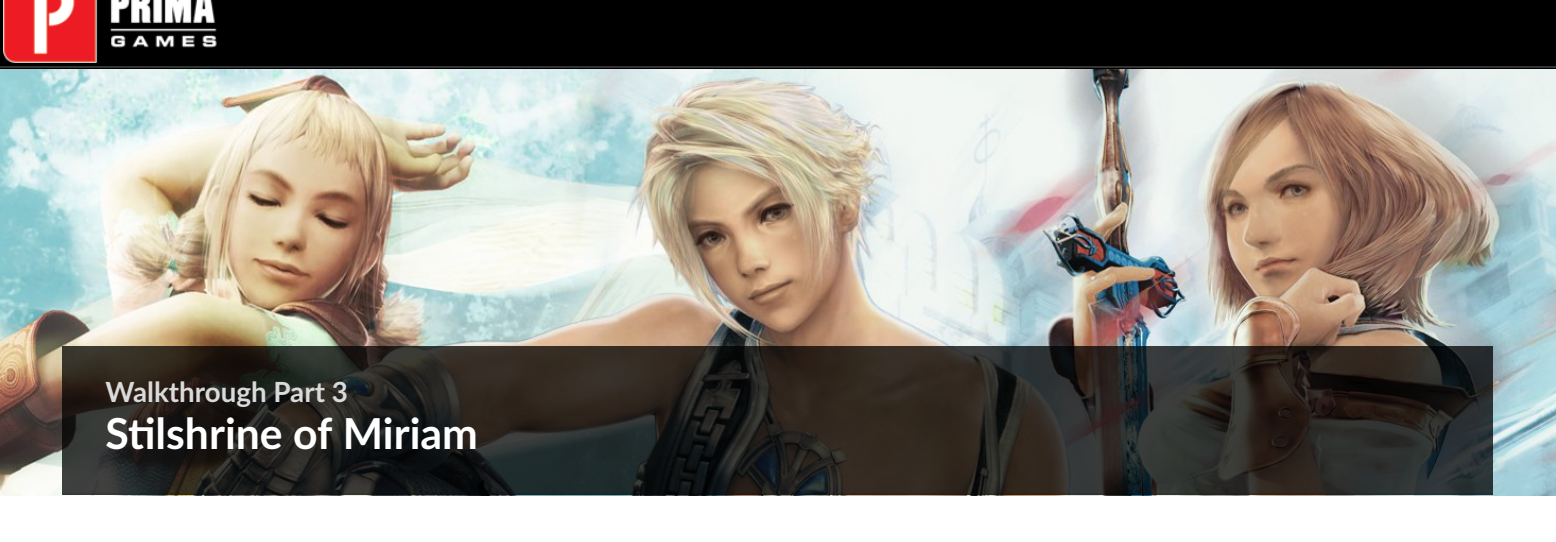


This ice bridge is the "Spine of the Icewyrm"; it is filled with traps and big birds.


TARGET INFO
Lv. 27 Emperor Aevis A
HP 5161 5900
Weak:
739
Emperor Aevis A
171
Attack Fran 1589 1589 MP 266
Attack Ashe 1329 1500 MP 239
Attack Penelo 2599 2599 MP 250

Beware the Emperor Aevis in Silverflow's End.

PRIMA GAMES



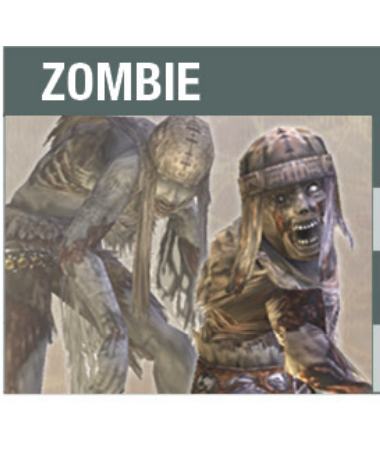
Walkthrough Part 3

Stilshrine of Miriam

MIRIAM GUARDIAN

LEVEL	HP
28	6827
EXP	LP
1602	1

ZOMBIE



LEVEL	HP
27-28	2254-2260
EXP	LP
0-3	0

MIRIAM FACER

LEVEL	HP
29	5540
EXP	LP
1508	1

BLOOD GIGAS

LEVEL	HP
27-29	2609-2849
EXP	LP
1456-1658	1

DRAGON AEVIS

LEVEL	HP
29-31	5479-6159
EXP	LP
2549-2801	2

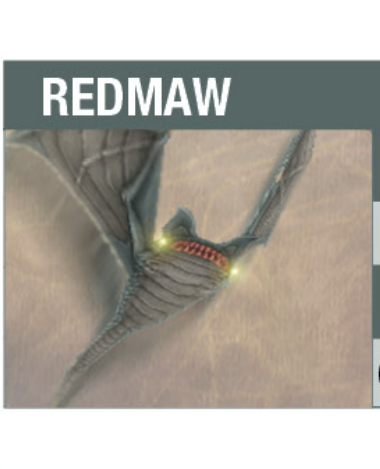
BALLOON

LEVEL	HP
28-29	1878-1936
EXP	LP
1122-1223	1

GHAST

LEVEL	HP
27-29	2348-2468
EXP	LP
891-1077	1

REDMAW

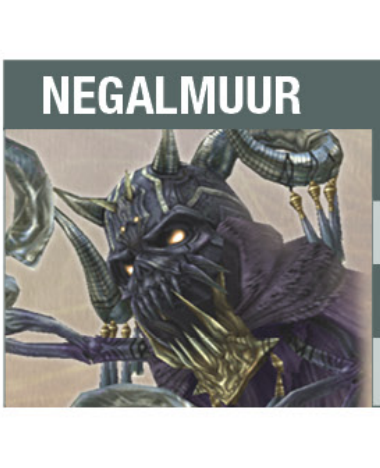


LEVEL	HP
26-27	1670-1738
EXP	LP
637-729	1

CRYSTALBUG

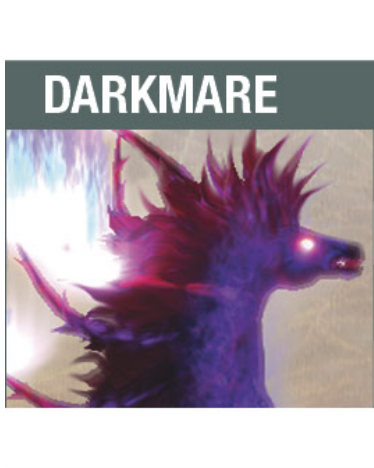
LEVEL	HP
26	2326
EXP	LP
0	10

NEGALMUUR



LEVEL	HP
31-32	18910-18970
EXP	LP
2625-2718	7

DARKMARE



LEVEL	HP
30-31	4680-4738
EXP	LP
1456-1557	1

ZOMBIE WARRIOR

LEVEL	HP
27-29	1878-1998
EXP	LP
891-1077	1

FACER

LEVEL	HP
26-29	3026-3356
EXP	LP
1151-1610	1

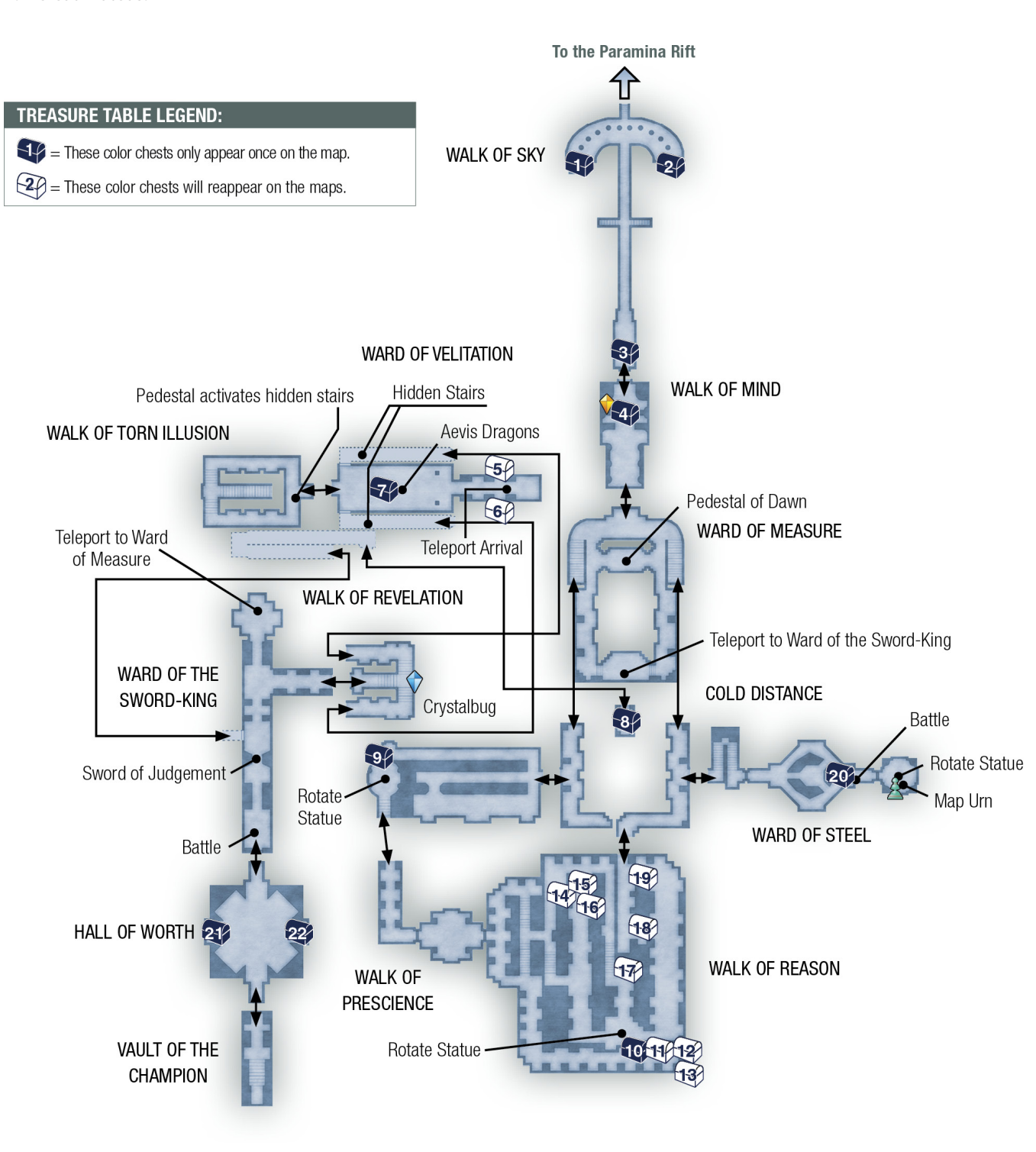
Action Checklist

1. Navigate the maze to find the sword's location.

2. Solve the Stone Brave statue puzzle.

3. Defeat Vinuskar.

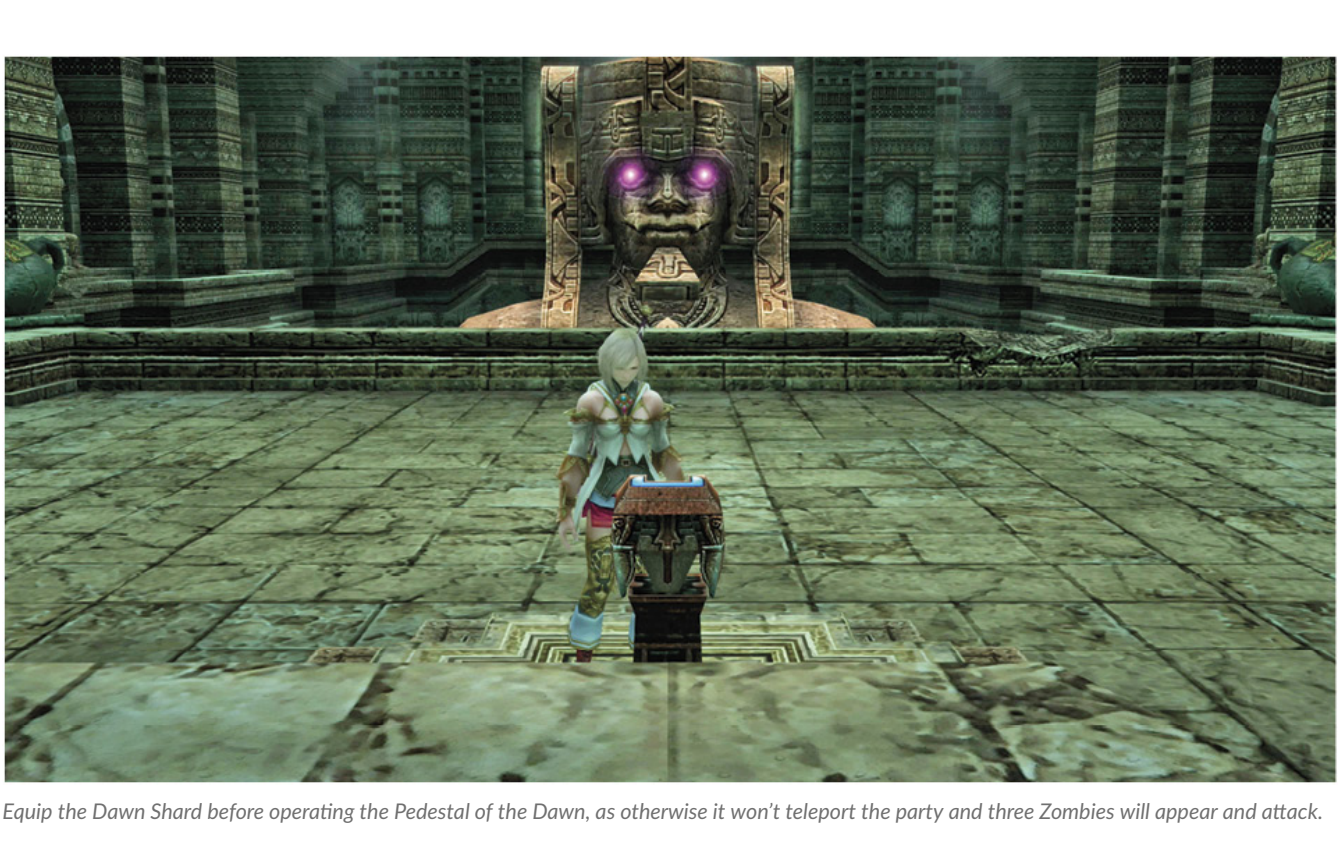
4. Defeat Mateus.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	100%	0%	—	Tourmaline Ring	Tourmaline Ring	Tourmaline Ring	Tourmaline Ring
2	100%	0%	—	Tourmaline Ring	Tourmaline Ring	Tourmaline Ring	Tourmaline Ring
3	100%	0%	—	Battle Harness	Battle Harness	Battle Harness	Battle Harness
4	100%	0%	—	Ice Shield	Ice Shield	Ice Shield	Ice Shield
5	5%	5%	~65000	Potion	Potion	Knot of Rust	Meteorite (B)
6	10%	95%	~200	Megalixir	Potion	Knot of Rust	Meteorite (A)
7	100%	0%	—	Countdown	Countdown	Countdown	Countdown
8	100%	0%	—	Shell Shield	Shell Shield	Shell Shield	Shell Shield
9	100%	0%	—	Ruby Ring	Ruby Ring	Ruby Ring	Ruby Ring
10	100%	0%	—	Ashura	Ashura	Ashura	Ashura
11	75%	50%	~370	Cura Mote	Platinum Sword	Knot of Rust	Meteorite (A)
12	75%	50%	~370	Hi-Potion	Obelisk	Knot of Rust	Meteorite (A)
13	75%	50%	~370	Remedy	Hunting Crossbow	Knot of Rust	Meteorite (A)
14	75%	50%	~370	Phoenix Down	Power Rod	Knot of Rust	Meteorite (C)
15	75%	50%	~370	Chronos Tear	Kiku-ichimonji	Knot of Rust	Meteorite (A)
16	75%	50%	~370	Chronos Tear	Golden Staff	Knot of Rust	Meteorite (A)
17	75%	50%	~370	Cura Mote	Loxley Bow	Knot of Rust	Meteorite (B)
18	75%	50%	~370	Phoenix Down	Ras Algethi	Knot of Rust	Meteorite (A)
19	75%	50%	~370	Phoenix Down	Hammerhead	Knot of Rust	Meteorite (A)
20	100%	0%	—	Sage's Ring	Sage's Ring	Sage's Ring	Sage's Ring
21	100%	0%	—	Elixir	Elixir	Elixir	Elixir
22	100%	0%	—	Bubble Mote	Bubble Mote	BubbleMote	Bubble Mote

Find the Way to the Sword

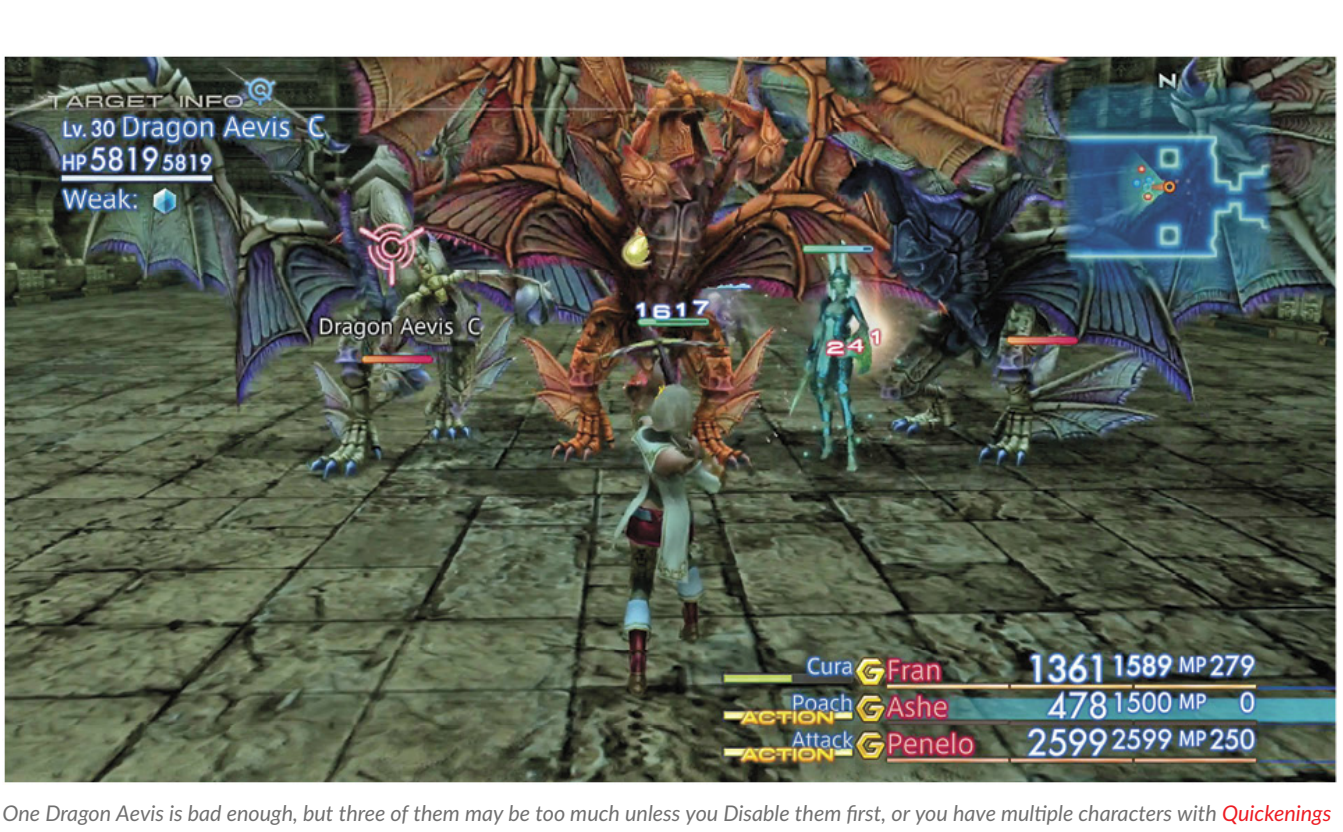
Proceed down the long Walk of Sky into the next area, the Walk of Mind, which has a Save Crystal. Use it and continue south to enter the shrine proper. In the Ward of Measure, find the Pedestal of the Dawn and equip your party leader with the Dawn Shard before you touch the pedestal to teleport to a new area. (If you touch the pedestal without the Dawn Shard equipped, the teleport won't work and three Zombies will arise from the ground to attack.)



Equip the Dawn Shard before operating the Pedestal of the Dawn, as otherwise it won't teleport the party and three Zombies will appear and attack.

The party's teleportation into the Ward of Velitation awakens a huge stone Miriam Guardian. Pound this foe with Wind spells like Aero, or just hack at it with weapons. There is a rare beneficial "trap" in front of the treasure chest here, so grab the Countdown technick from the chest and get a nice little boost in HP or MP.

Now comes a brutal fight, one where Quickenings or Time magicks can really come in handy. The only way forward is through a large room where powerful Dragon Aevis monsters stomp around angrily. These are Level 30 beasts! One tactic is to rush right into the middle of them to draw all three closer together, then unleash a Quickening chain. (If you don't have Quickenings or a spell like Disable, it might be best to simply flee past the dragons for now.) Additionally, try using the spell Blizzara to really inflict some damage!



One Dragon Aevis is bad enough, but three of them may be too much unless you Disable them first, or you have multiple characters with Quickenings to cast.

Disable the Dragons

The Dragon Aevis is one type of foe that is susceptible to most Time magicks (most importantly Disable and Immobilize). Use those spells and manually target attacks until all the monsters are disabled. After that, you'll find that the dragons are much easier to KO.

Even if you eliminate a couple of dragons with the Quickening chain, you may still need to flee. So if the situation gets desperate, just run due west past the two Miriam Facers at the doorway and escape into the next room, the Walk of Torn Illusion.

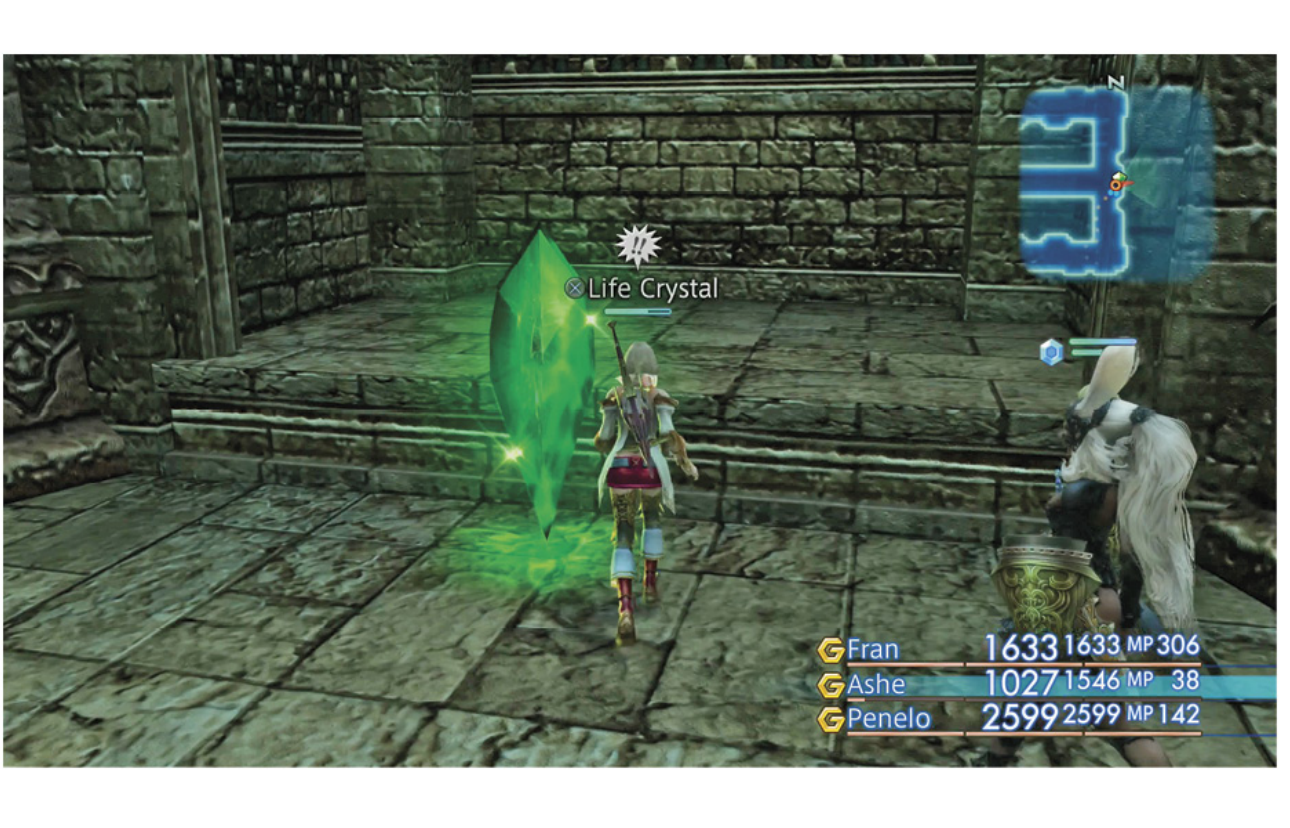
Climb the first staircase and defeat the Miriam Facer at the top. Then climb either set of side stairs and fight through Miriam Guardians to another Pedestal of the Dawn. As noted earlier, make sure your party leader is equipped with the Dawn Shard, then touch the pedestal to activate two hidden staircases back in the Ward of Velitation—yes, you must go back downstairs to the dragon room. When you arrive, go down either one of the newly opened stairs (there's a staircase on either side of the room) to descend into the next room, the Walk of Revelation.

Tame the Crystalbug

This room features a tough, tricky crystal. The green "Life Crystal" in this room resembles a Save Crystal, but it's actually a Crystalbug. After touching it, the Crystalbug will attack your party! Its magick attacks are brutal, so you may need to retreat and recharge your party at some point. The Crystalbug also uses Restore and regains some HP, which makes it harder to take down. Fortunately, the Crystalbug remains stationary, so you can quickly get out of its range. After defeating it, the Crystalbug turns into a blue Save Crystal. Use it and move on.

Crystalbug Ruse

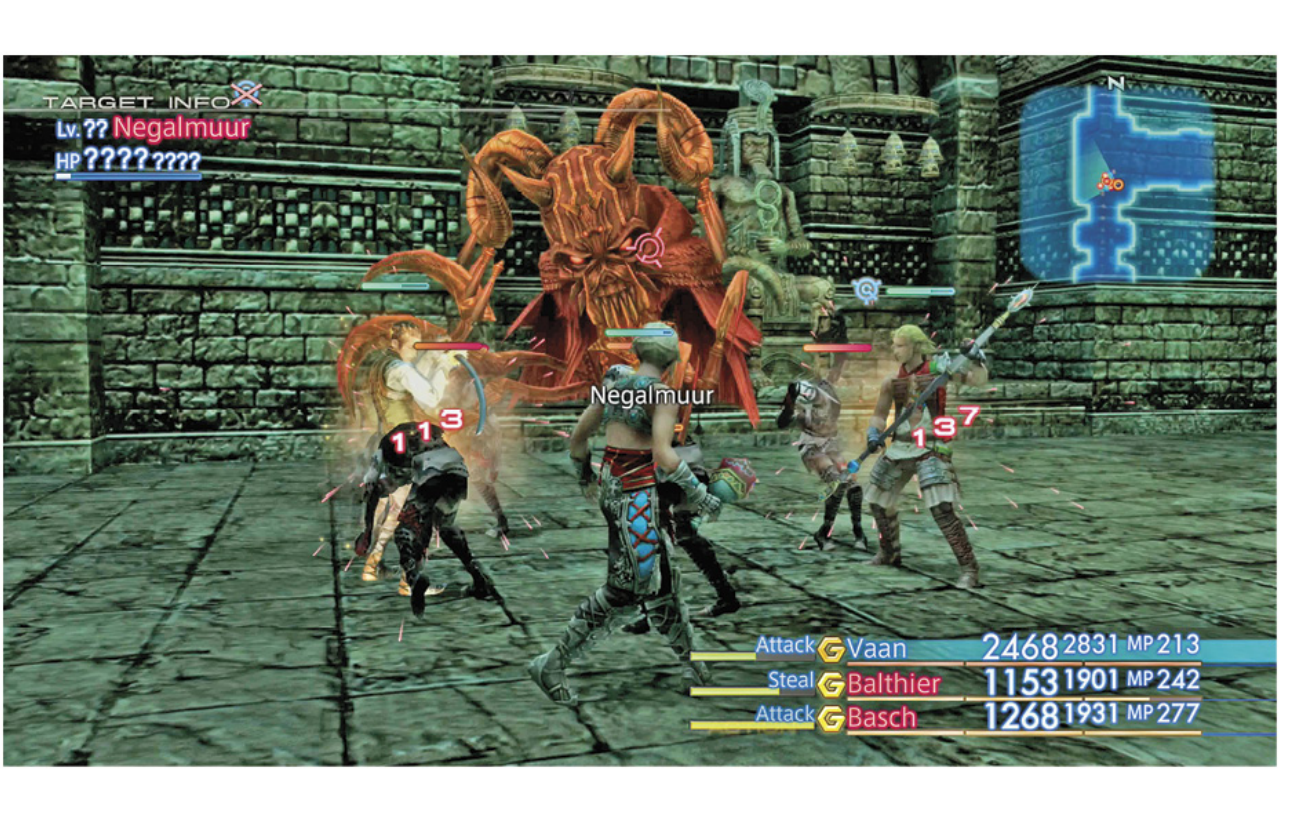
The green crystal in the Walk of Revelation is a hostile, rugged foe. But it's worth the fight because the Crystalbug changes into a Save Crystal after you defeat it.



Go downstairs and enter the next room, the Ward of the Sword-King. As you move forward, two Blood Gigas guards step forward ready to fight. Defeat them and move down the hall to fend off another Miriam Guardian. If you have any Dark-type spells on hand, use them on the Blood Gigas guards. One Darkra takes out more than half of one guard's HP! You can't go north yet, since the ancient door is locked. Therefore, fight your way south to the massive stone Sword of Judgement that blocks the path. Examine it to open the north passage to a Way Stone. Go north to the Way Stone and touch it to teleport to the Ward of Measure, which takes you back to where you started.

Beware the Negalmuur

A ghastly and powerful creature called the Negalmuur may appear in the Ward of the Sword-King hallway. His magick creates foul undead minions called Ghasts. Killing the peripheral monsters he summons, whether for fun, EXP, LP, or chains, sounds like a good idea, but he stacks them up way too quickly and you'll almost certainly be overwhelmed. If you do choose to fight, unload everything you have on Negalmuur—remember, a Save Crystal is just one room away!



TARGET INFO
Lv. ?? Negalmuur
HP ???? ????
Negalmuur
Attack Vaan 2468 2831 MP 213
Steal Balthier 1153 1901 MP 242
Attack Basch 1268 1931 MP 277

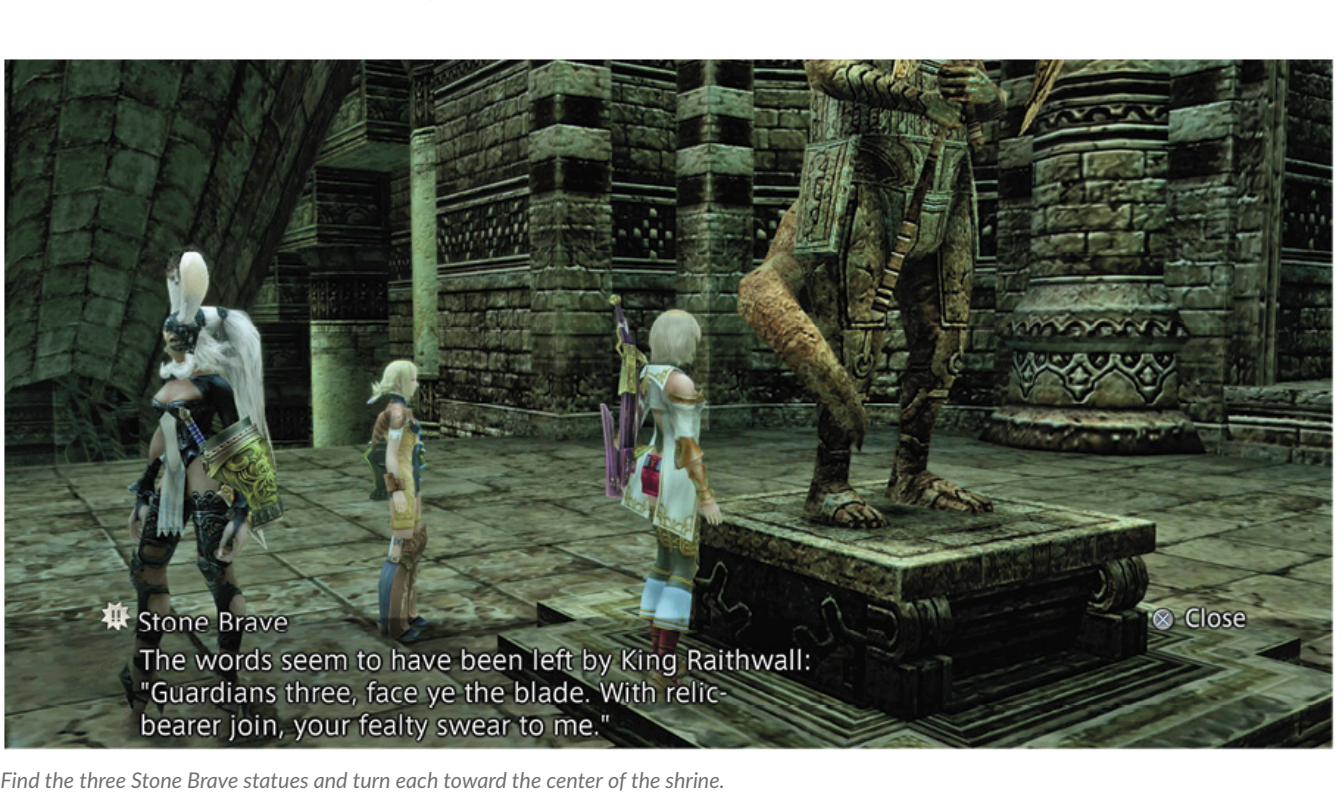
The doors in the northwest corner are unlocked. The doors in the northeast are are still locked. Go to the northwest corner of the room and head down the west stairs. Open the now unlocked door and enter Cold Distance.

Rotate the Three Statues

The party's next task is to find the three Stone Brave statues and rotate them to face the center of the Stilshrine. From Cold Distance, go down the corridor and take the first right into the next room, Walk of Prescience.

West Statue

Turn right and go to the northernmost aisle, turn left, and head west to the wall. Fight through Balloons (weakness: Water), Facers (weakness: Wind), and Zombie Warriors (weakness: Cure) to reach a statue called a Stone Brave. Rotate it to face toward the center of the shrine. To do so, select "Examine the Statue" and then "Rotate the Statue" so it faces east.



Stone Brave
The words seem to have been left by King Raithwall:
"Guardians three, face ye the blade. With relic bearer join, your fealty swear to me."

Find the three Stone Brave statues and turn each toward the center of the shrine.

Check the Map

A yellow arrow located at the statue's location on the area map indicates which way the statue is currently facing.

Head south and go downstairs into the next room, called Walk of Reason. This is a huge, maze-like area with treasure tucked into several corners. You may want to spend some time here, exploring and racking up undead KOs. You can put together quite a Battle Chain in this area, what with all the Zombies, Ghasts, and Ghouls about.

Refer to the map for this section to find the statue in the south. (It is a maze, sort of, so check the map.) When you finally reach the Stone Brave statue, rotate it so that it faces north toward the center of the shrine.

Go Save Your Game!

A boss stands between the party and the last Stone Brave statue, so now would be a good time to return to a Save Crystal, heal up, and save your game. From the statue go east, then north to head into the next area, Cold Distance. From here you can go north through the ancient door into the Ward of Measure, then climb the stairs and exit the shrine north via the main door to save at the orange Save Crystal.

Retrace your route back down the east side of the shrine to Cold Distance and take the east exit into the Ward of Steel and go downstairs. Before you go through the door at the bottom, though, here's a tip. The next room holds a boss and a magnetic field that makes everyone wearing metal equipment suffer from the Slow effect. Before engaging this boss, make sure that your active party members are wearing light or mystic armor.

Vinuskar

LVL	HP	EXP	LP	STEAL
27	15138	0	19	Knot of Rust, Thief's Cuffs, Damascus Steel

Vinuskar casts Slow to compound the sluggishness wrought by the magnetic field on party members wearing metal armor.

This boss fight is tough enough without a magnetic field adding an extra challenge. Any metal–wearing party members will be sluggish to start and then Vinuskar will cast Slow, making some of your characters excruciatingly slow. The good news is that Vinuskar isn't particularly speedy. You should be able to inflict damage to this boss with strong physical attacks.

This fight will seem like it's in slow motion at times, so make sure your status-healing gambits are in good shape, because Vinuskar will toss other spells at the party as well. Every once in a while it will also prepare to launch Sword Dance, its multi-sword super attack.

Go Light and Mystic

This was mentioned before this fight, but it is worth mentioning again. Start with a threesome wearing light or mystic armor, if at all possible.

One tactic to try is to hold allies with Quickenings in reserve. When Vinuskar's health bar drops to about 50 percent, or if your frontline fighters are worn down, swap in the entire reserve party and launch a Quickening mist chain. If you put together a good chain, you can knock out Vinuskar in one shot.

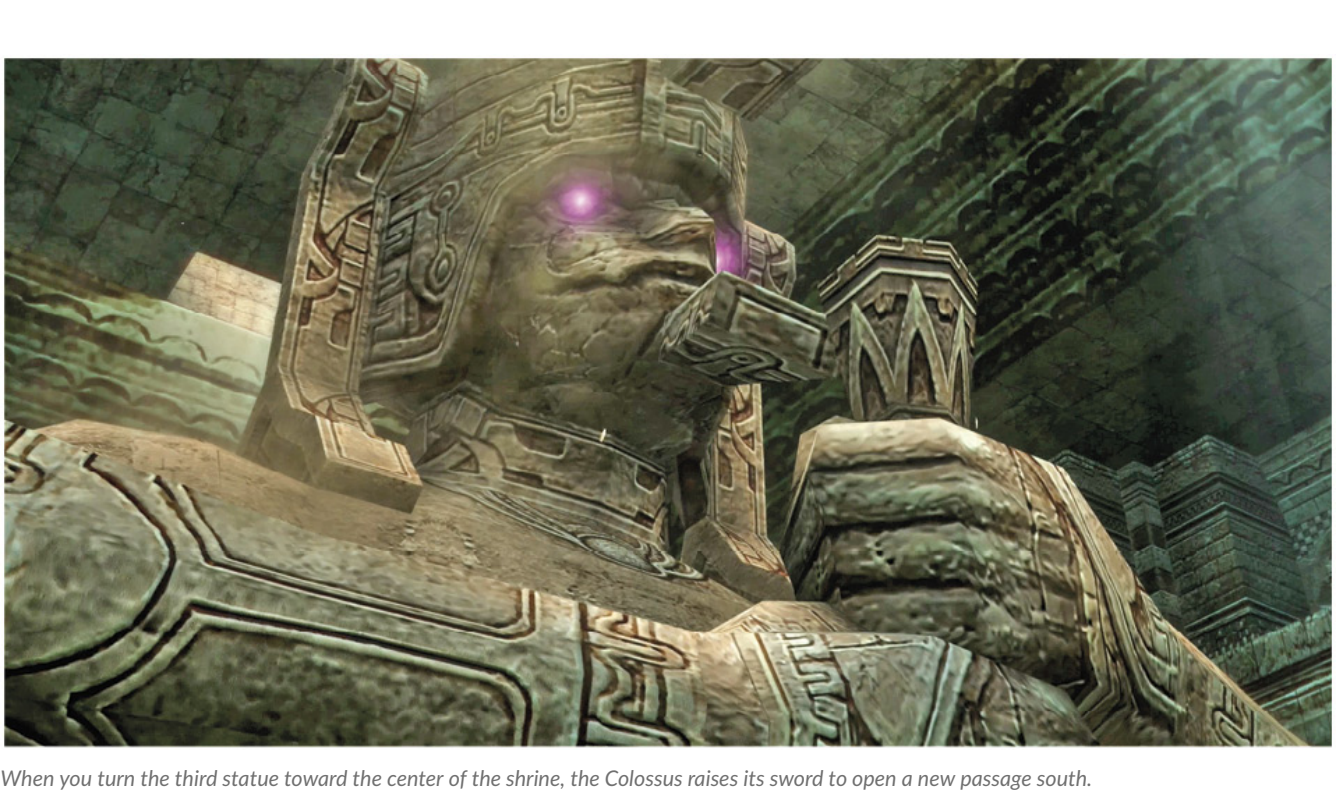
There's also a Map Urn here containing a map of the Stilshrine of Miriam. You've been almost everywhere, so it doesn't reveal too much, but you can see two areas way down on the southern end of the shrine, south of the Sword of Justice that was blocking the hall earlier. It's time to check out those areas. Before you go, don't miss the treasure chest containing the Sage's Ring, which is a huge upgrade for the heaviest magick user in your party.

After Vinuskar falls, proceed to the ancient door behind it and enter the back room. Here you find the last of the three Stone Brave statues. Rotate it until it faces west. After doing so, a message indicates that the "Colossus" (the huge statue in the center of the shrine) has undergone some change.

Find the Sword of Kings

Upon exiting the Ward of Steel, a brief event shows the Colossus raise its massive stone sword, thus unblocking the passage down south in the Ward of the Sword-King.

Go north into the Ward of Measure and use the Way Stone to teleport down to the Ward of the Sword-King. Then take the first left and go upstairs to use the Save Crystal in the Walk of Revelation. Finally, turn around and go back west to the Ward of the Sword-King and head down to the door at the south end of the corridor.



When you turn the third statue toward the center of the shrine, the Colossus raises its sword to open a new passage south.

Mateus

LVL	HP	EXP	LP	STEAL
7	3571	0	3	Potion, Phoenix Down, Grimoire Togail

This boss battle really starts off in a frenzy of fighting. The first goal, as in most boss fights, is to eliminate any lesser enemies supporting the boss. Mateus immediately casts Reflect on himself and spawns six swarming Ice Azers that are difficult to beat in their own right. A powerful opening strategy to use is to launch a Quickening attack immediately on an Ice Azer in the middle of the swarm. A good Mist chain will eliminate or seriously debilitate the minions of Mateus.

If you don't have any Quickening spells at your party's disposal, then try Lightning magic; Thunder and Thundara can also cause serious damage to Ice Azers. Be careful about casting magic that might hit Mateus, as it will be reflected back to the party.

Mateus has a Blizzaja area attack that doles out Ice pain to everyone in the area. Ice Shields help mitigate the damage.

Equip Ice Shields

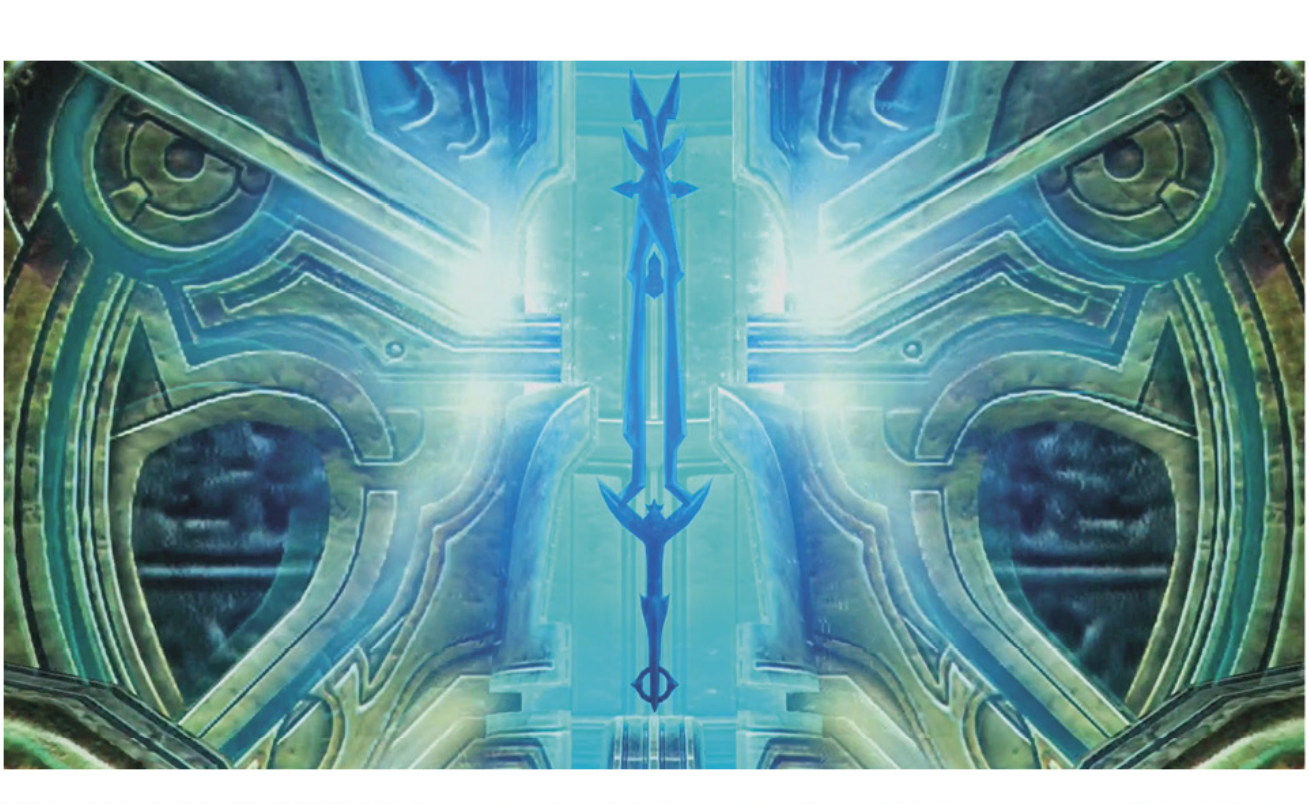
If you have Ice Shields in your inventory, equip them on your melee fighters. They reduce Ice damage by half, which helps against the Ice Azers and when Mateus unleashes the frigid super attack, Blizzaja.

Once the Azers are melted down into puddles of cold water, unleash your party's weapons on Mateus. Don't use magick attacks; keep MP for healing. Mateus likes to cast spells that Sap, so make sure you're ready to remove it with Regen or Esuna, whether in a gambit or manually.

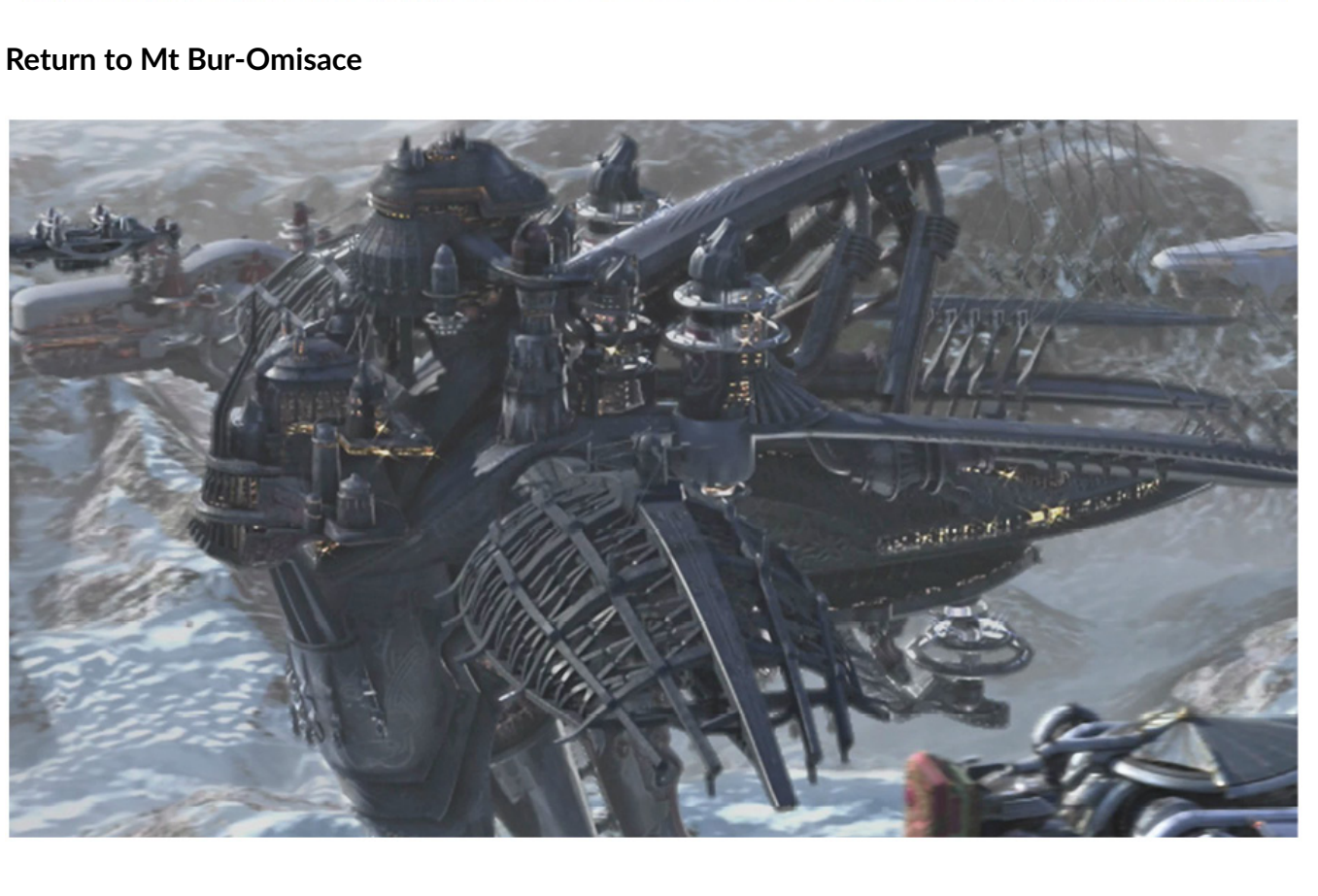
Just keep hammering away and keep healing! A gambit that casts Cura when one ally's HP gets low (say, down to 40 percent) keeps everybody healthy. Aside from his huge Blizzaja attacks, Mateus doesn't strike with any real power.

One tactic is to give your party leader a ranged weapon like a gun or bow. Then just keep them running in circles at a distance around Mateus, stopping only when it is time to attack or cast a healing spell. The constant movement is a way to boost the leader's MP without consuming precious Ethers. Another tactic is to assign party leadership to the character currently bearing the brunt of the foe's attention, then have that character run away from Mateus. Running away not only builds MP but also delays the enemy's attacks as the foe is forced to give chase. "Spreading the field" like this can also cause multiple-target enemy attacks like White Breath or Blizzaga to hit only one or two characters.

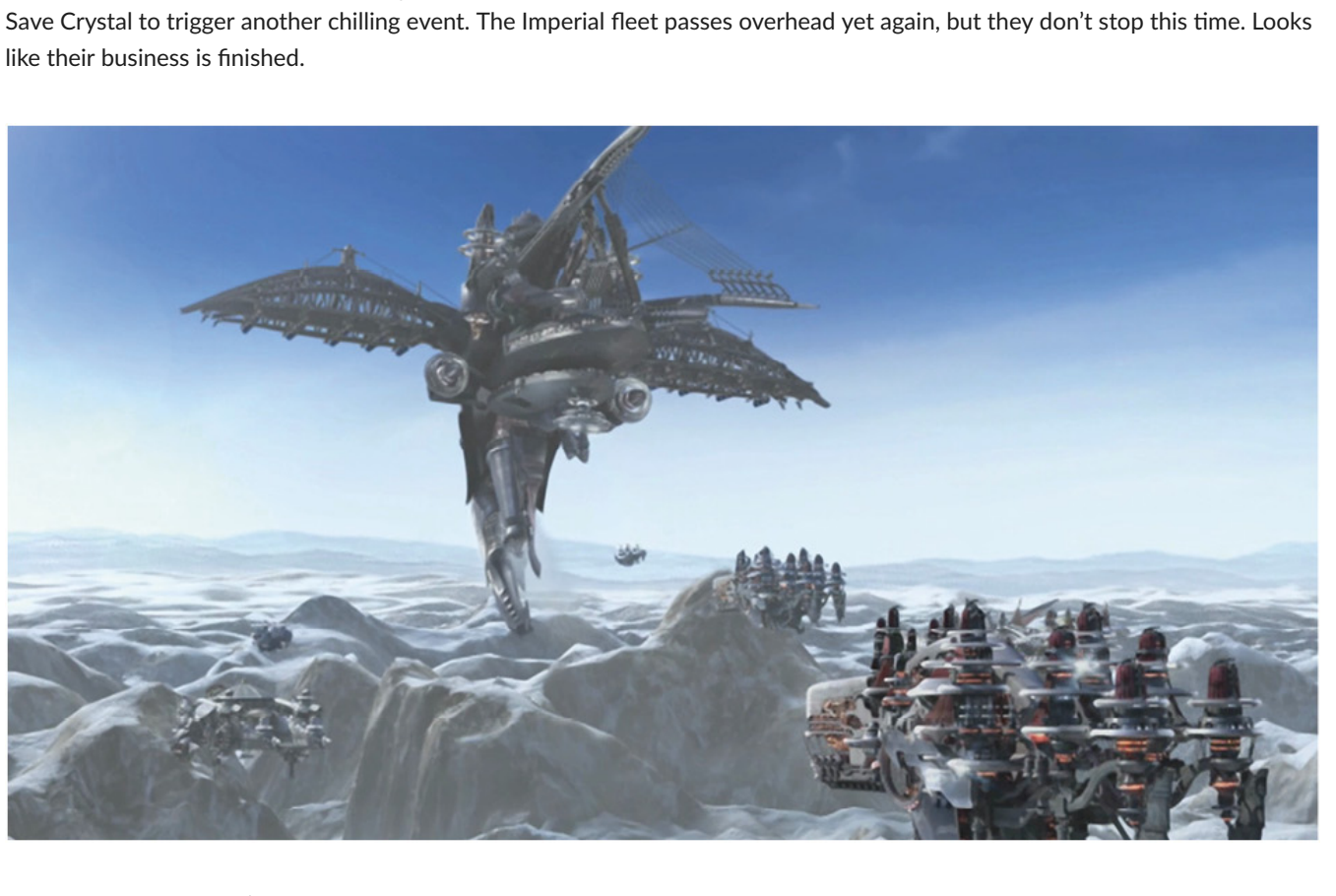
Defeating the Esper Mateus reveals it on all Job license boards. This is one of the easiest Esper assignments in the game—if you have a Knight character, they should get Mateus. This gives them access to licenses for Regen, Curaga, Esuna, and Cleanse, basically upgrading them into fully fledged "paladins," FFXI-style. No other Job's Mateus-locked licenses compare to this utility, it's not even close. After your victory, continue south through the door into the Vault of the Champion. Walk forward to the spinning gear mechanism to trigger an event in which Ashe seizes the Sword of Kings at last. The sword appears in your weapon inventory, but we don't recommend that you use it. It certainly has its special uses, but fighting isn't one of them. Beyond the storyline and aesthetic purposes, it is mostly notable for being the first Greatsword you're likely to happen upon, as well as one of the few pieces of gear that doesn't require a license to use!



Return to Mt Bur-Omisace



After the event, head north to the Way Stone. Use it to return to the Ward of Measure, then exit the shrine. Next, head for the Save Crystal to trigger another chilling event. The Imperial fleet passes overhead yet again, but they don't stop this time. Looks like their business is finished.



What was it? And what's that smoke ahead in the distance? Go to the Save Crystal and use it to teleport back to Mt Bur-Omisace.

Mt Bur-Omisace

Action Checklist

1. Find the Gran Kiltias Anastasis.

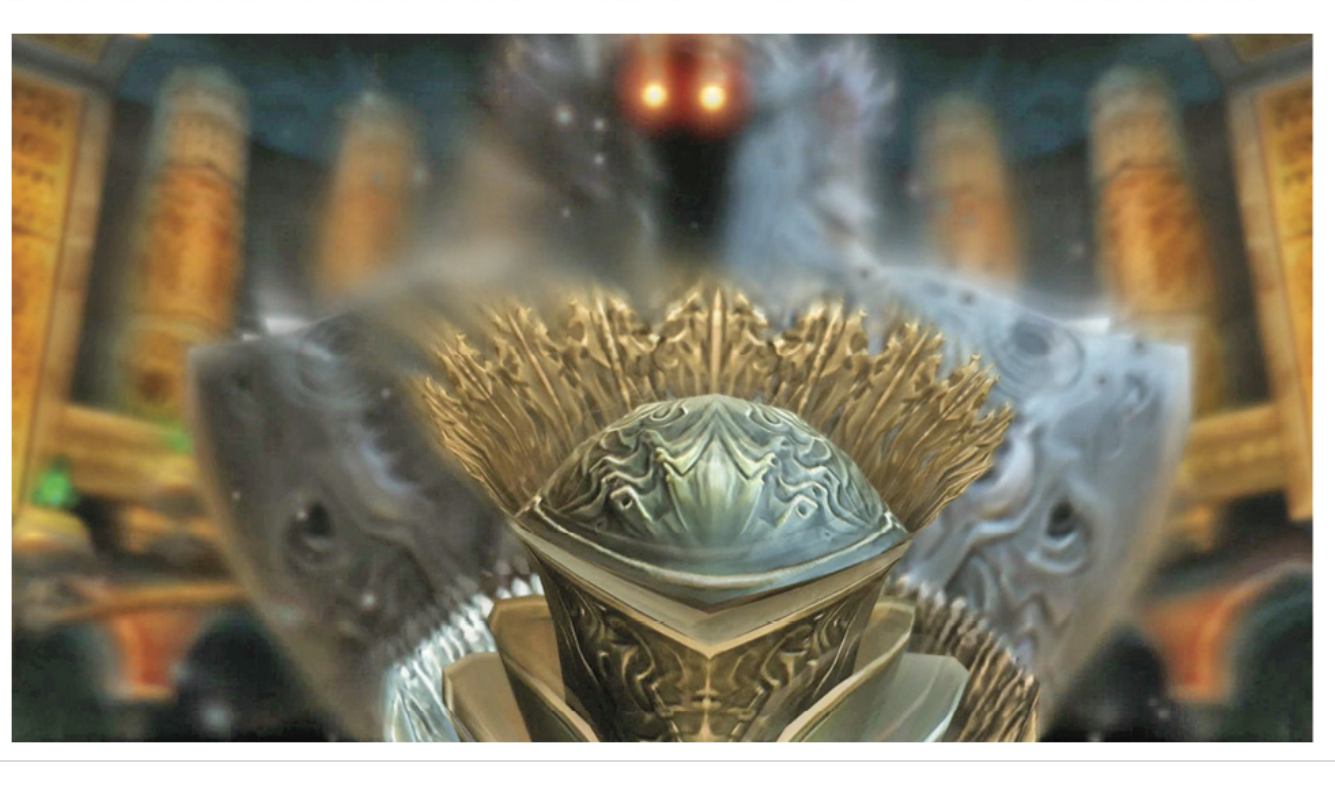
2. Defeat Judge Bergan.

3. Get to Nalbina Fortress.

Stock Up and Upgrade

Yes, your primary objective is complete, but there is one last boss to face before you can move on to the next objective. It's raining here, and if you talk to some of the wounded Kiltias, you learn that Imperial forces have desecrated the holy mountain.

Before you investigate, visit the traveling merchants and upgrade everything. The most noteworthy addition you can pick up here is the black magick attack Bio, which gives Black Mages a non-elemental area-of-effect nuke that also might inflict Sap on targets. You should have a lot of loot to sell and plenty of LP to license new gear, so do it now. Save your game again and head north into the temple to trigger a particularly grim event.



Judge Bergan

LVL	HP	EXP	LP	STEAL
30	17200	0	19	Hi-Potion, Ruby RIng, Ether

As usual, eliminate the minions first. In this case, three minor Judges assist Judge Bergan; they're right behind the party at the start of the fight. Let them catch up with Bergan; you want them all as close together as possible. Once they reach Bergan, nail the boss with a Quickening chain of at least three hits to trigger an Inferno or Cataclysm while his three minions are nearby. This can hurt Judge Bergan and wipe out his minions at the same time.

Judge Bergan gets even more dangerous as he nears KO status.

Charge Up

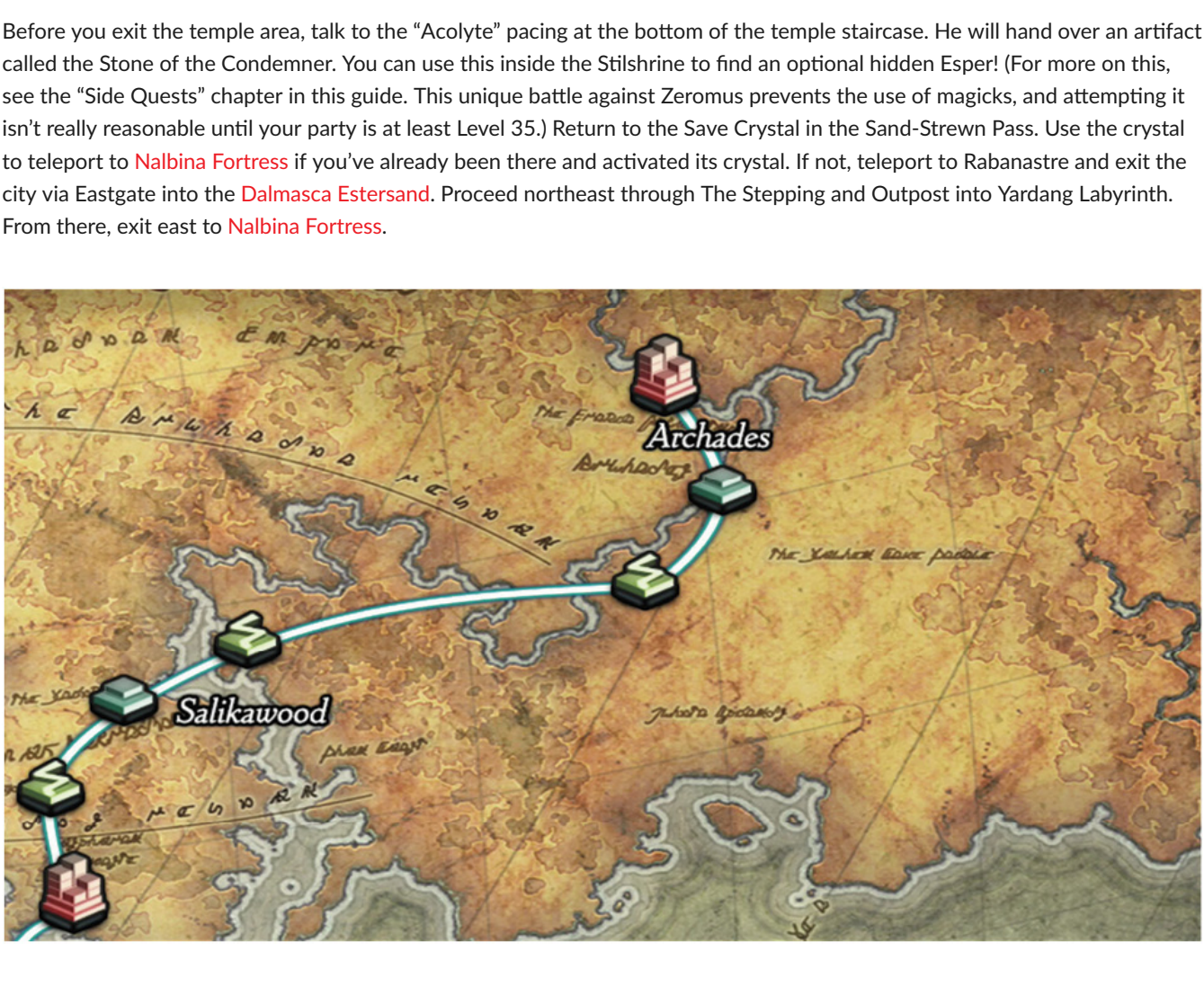
Remember that you can use the Charge technick to replenish any depleted MP.

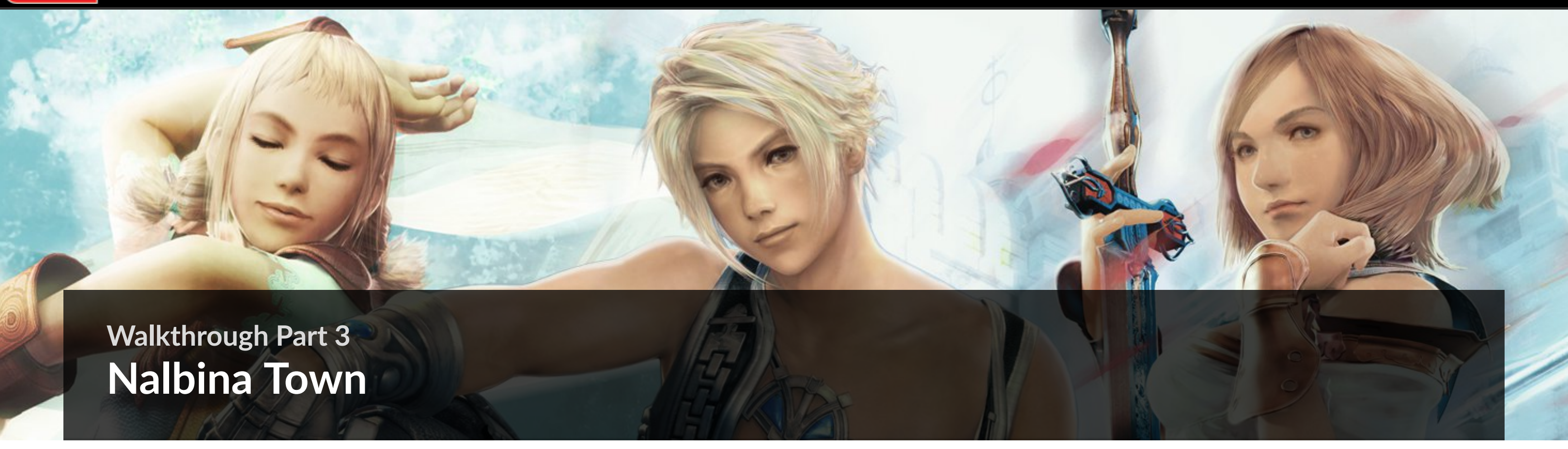
Bergan will cast random Dark, Water, and Aero spells at the party. However, he lacks a super attack (unlike most other bosses) that can wipe out your characters in a single hit. He does have vicious combo attacks that get faster and deadlier as his HP drops to critical levels. One tip is to send in two strong, well-armored melee sluggers with big hitting weapons, but make your party leader a ranged fighter with good healing gambits. You could also summon an Esper and just let it take the hits. At any rate, keep the party leader as far away from Judge Bergan's blades as possible. The temple path is narrow but long, so you can run your healer up and down the path to keep building MP while staying clear of Bergan.

As mentioned earlier, the Judge goes nuts with combo attacks as his HP dwindles lower. When this occurs, you may want to have only one character, your strongest fighter, trading blows with Bergan while keeping your other two characters slinging health spells and potions at their ally. A shield is essential for this type of role, which still works out nicely for a heavy damage dealer as one-handed weapons like axes and hammers are potentially excellent damage-dealing options. A good shield, especially with the Gauntlets accessory equipped, often reduces previously difficult adversaries to helpless targets.

After the battle, watch the next event to see the fate of the Gran Kiltias and learn what happened to young Lord Larsa. Al-Cid appears and Lady Ashe makes a fateful decision about the Sword of Kings and the Dusk Shard. Balthier then points you toward your next destination: the Draklor Laboratory, where, as he puts it, "the Empire's weapon research begins and ends."

Before you exit the temple area, talk to the "Acolyte" pacing at the bottom of the temple staircase. He will hand over an artifact called the Stone of the Condemner. You can use this inside the Stilshrine to find an optional hidden Esper! (For more on this, see the "Side Quests" chapter in this guide. This unique battle against Zeromus prevents the use of magicks, and attempting it isn't really reasonable until your party is at least Level 35.) Return to the Save Crystal in the Sand-Strewn Pass. Use the crystal to teleport to Nalbina Fortress if you've already been there and activated its crystal. If not, teleport to Rabanastre and exit the city via Eastgate into the Dalmasca Estersand. Proceed northeast through The Stepping and Outpost into Yardang Labyrinth. From there, exit east to Nalbina Fortress.





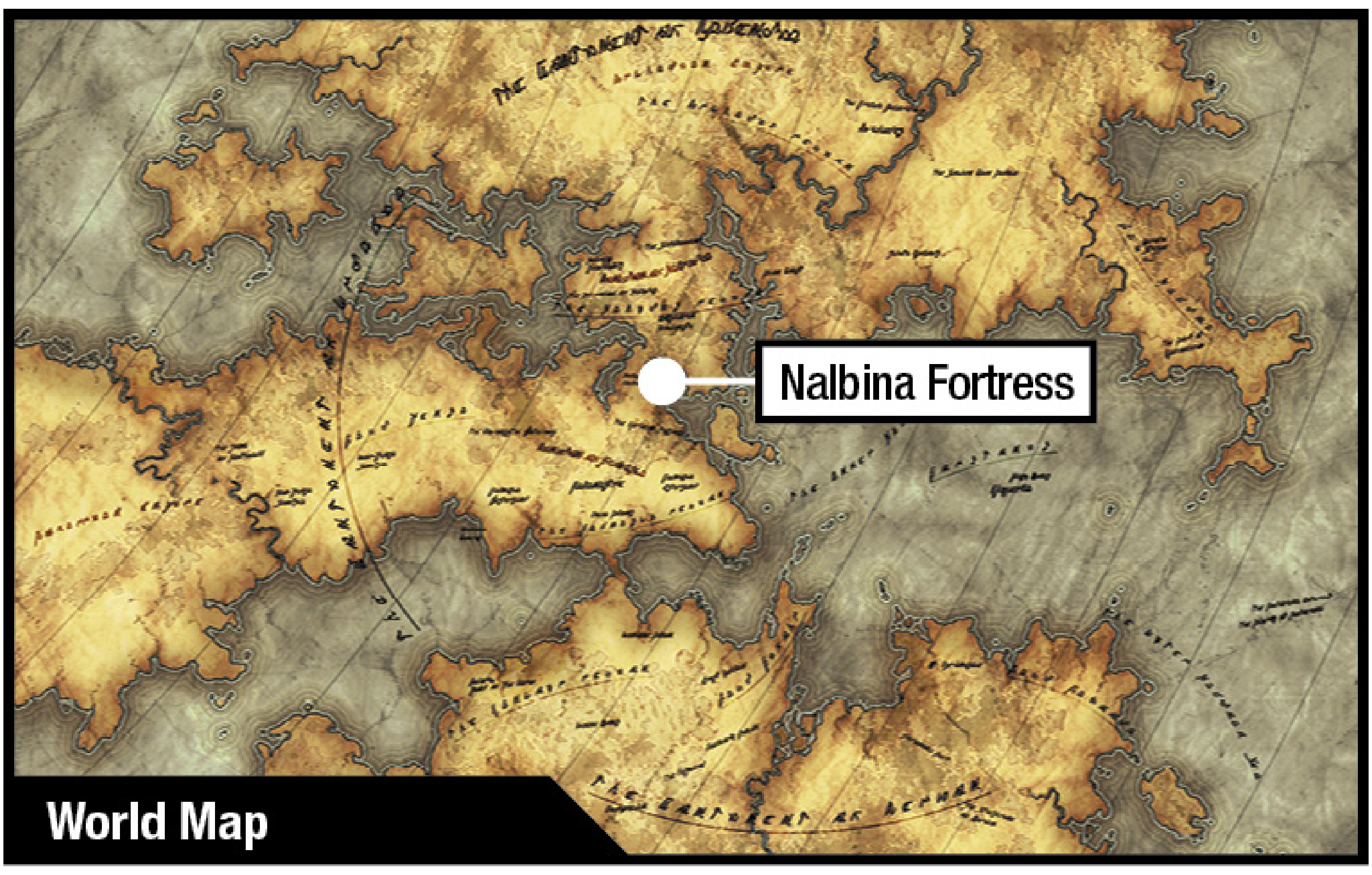
Walkthrough Part 3

Nalbina Town

OBJECTIVE

Find the Hunters' Camp on the Archadian Border

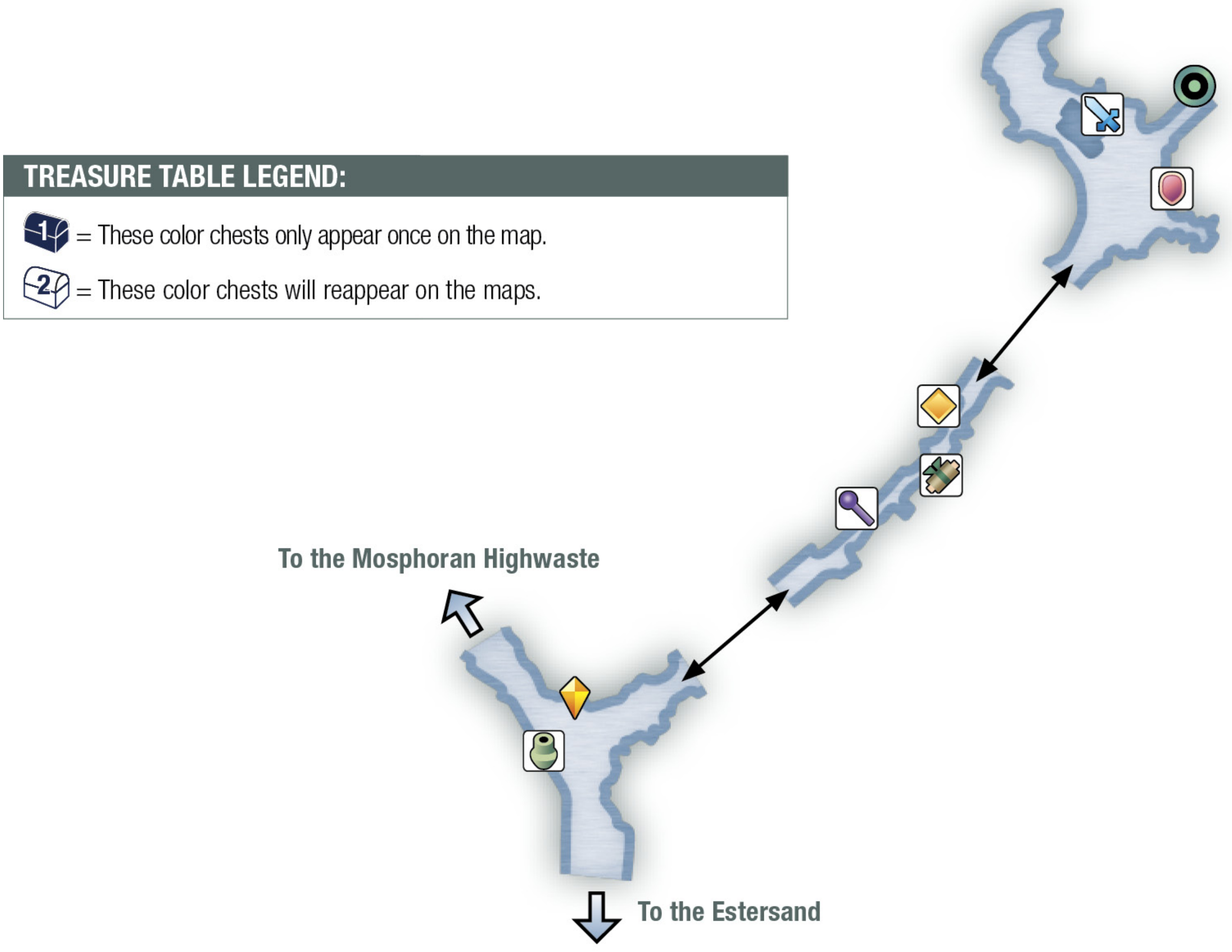
The ultimate goal here is the Draklor Laboratory in Archades. You must first reach the Phon Coast hunters' camp, though, traveling on foot from Nalbina Fortress via the Mosphoran Highwaste and the Salikawood.



Action Checklist

1. Stock up on goods and equipment.

2. Enter the Mosphoran Highwaste.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

Prep for the Long Trek

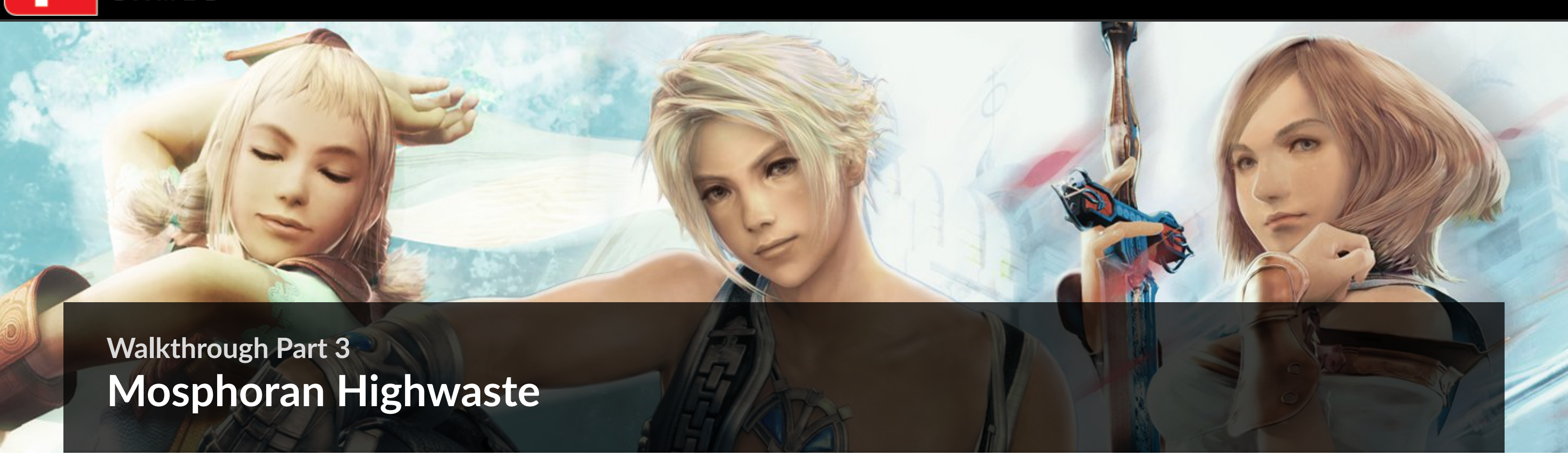
Back on Mt Bur-Omisace Balthier, Fran, and Ashe plot the party's approach to the Draklor Laboratory in Archades. With the air and sea routes sure to be heavily monitored by Imperial eyes, the safest way to go is on foot through Nalbina, the Mosphoran Highwaste, and the Salikawood—and that just gets the party to the border. Before leaving, heed Balthier's words of wisdom: "Better go prepared."

By now you should be developing your characters with distinctive roles in mind. This means that each one will have specific needs:

- Your frontline fighters need heavier armor, hard hitting melee weapons, and good shields and accessories that enhance overall strength and durability.
- Your magick casters need new and better spells, mystic armor upgrades, and preferably ranged weapons. This will enable them to heal your party from a distance, while still getting in a few good shots during combat.
- Your light armor characters require enhanced speed and vitality, and perhaps technicks that add special twists to their attack capabilities.

There should be some overlap in roles, of course. You want your brawlers to have the ability to cure a party member and cast an occasional Black Magick spell. You want your mages to have the ability to defend themselves against a close rush of White Wolves or Zombies. Some versatility is good; in general, though, make sure your characters develop well-defined roles.

After you've completed your shopping, you may want to return to the crystal in West Barbican and save your game. Next, head northwest into the Mosphoran Highwaste.

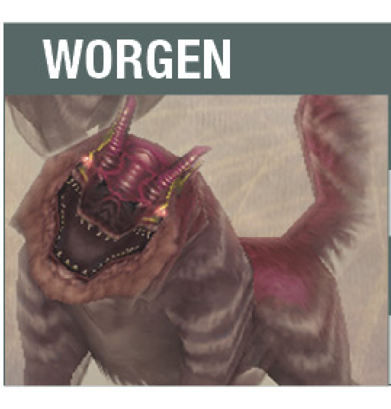


Walkthrough Part 3

Mosphoran Highwaste

The map of the Mosphoran Highwaste shown here reflects only the areas of the main routes that are directly connected. To learn about access to the secret areas, refer to the "Side Quests" chapter in this guide.

WORGEN



LEVEL	HP
29-31	2011-2231
EXP	**LP**
943-1129	1

SLAVEN WILDER

LEVEL	HP
30-31	3518-3638
EXP	**LP**
1548-1649	1

CLAY GOLEM

LEVEL	HP
31-32	6283-6393
EXP	**LP**
1884-2037	2

PYTHON

LEVEL	HP
29-32	3016-3346
EXP	**LP**
1749-2028	1

HUMBABA

LEVEL	HP
32-33	5403-5523
EXP	**LP**
2289-2390	2

FIRE ELEMENTAL

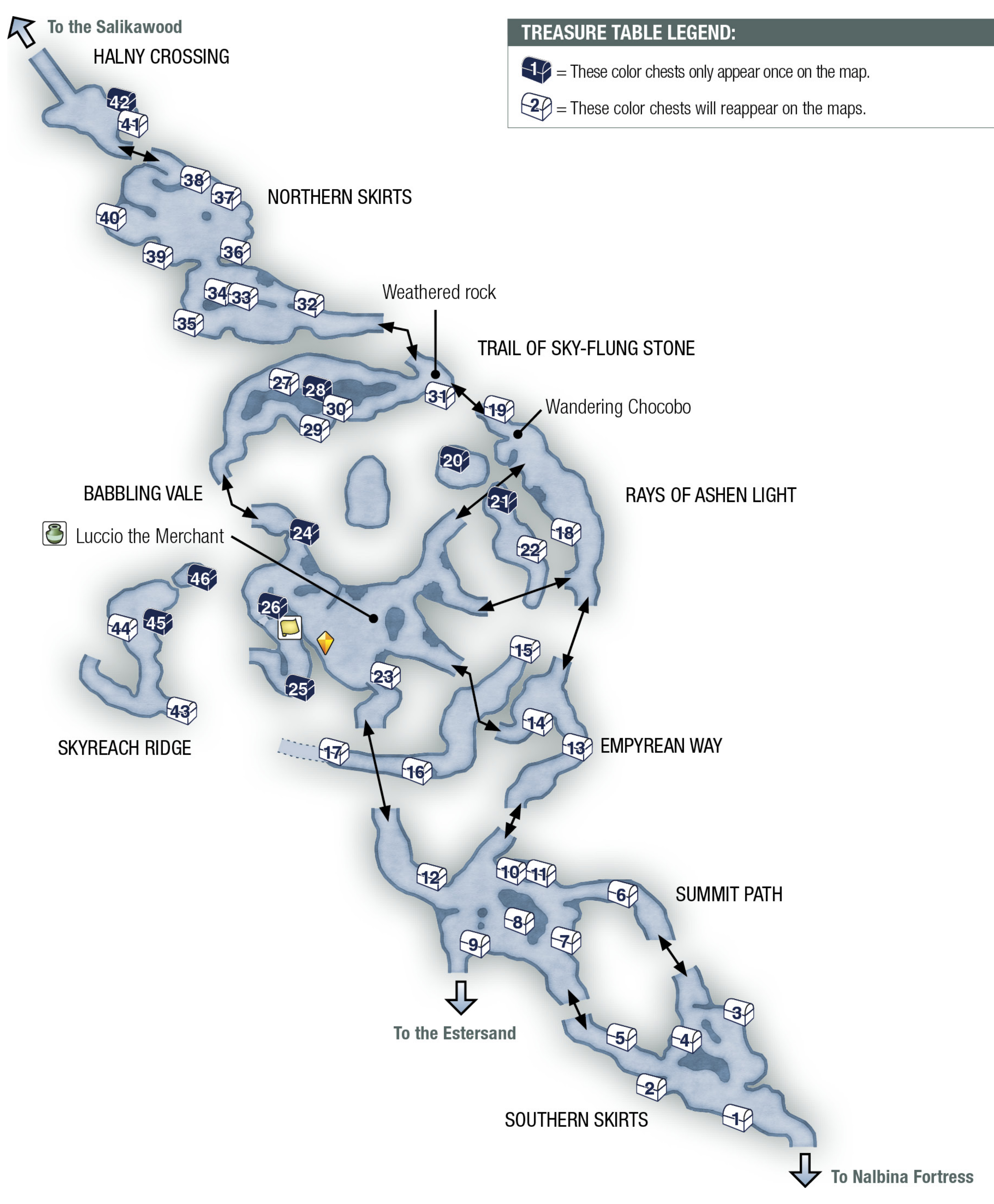
LEVEL	HP
25	14830
EXP	**LP**
5583	4

VULTURE

LEVEL	HP
30-32	4022-4158
EXP	**LP**
1952-2136	2

Action Checklist

1. Cross the Mosphoran Highwaste.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	80%	30%	~320	Potion	Echo Herbs	Knot of Rust	Meteorite (A)
2	80%	30%	~320	Potion	Echo Herbs	Knot of Rust	Meteorite (A)
3	80%	30%	~320	Potion	Echo Herbs	Knot of Rust	Meteorite (A)
4	70%	30%	~320	Phoenix Down	Echo Herbs	Knot of Rust	Meteorite (A)
5	80%	30%	~320	Potion	Echo Herbs	Knot of Rust	Meteorite (B)
6	80%	35%	~360	Phoenix Down	Echo Herbs	Knot of Rust	Meteorite (A)
7	80%	35%	~360	Aqua Mote	Echo Herbs	Knot of Rust	Meteorite (A)
8	75%	40%	~290	Potion	Golden Staff	Knot of Rust	Meteorite (A)
9	80%	35%	~360	Chronos Tear	Echo Herbs	Knot of Rust	Meteorite (A)
10	80%	35%	~360	Aqua Mote	Hi-Potion	Knot of Rust	Meteorite (A)
11	75%	40%	~290	Bio Mote	Kiku-ichimonji	Knot of Rust	Meteorite (A)
12	80%	35%	~360	Chronos Tear	Bio Mote	Knot of Rust	Meteorite (A)
13	70%	50%	~280	Echo Herbs	Antidote	Knot of Rust	Meteorite (A)
14	70%	50%	~280	Echo Herbs	Hi-Potion	Knot of Rust	Meteorite (A)
15	60%	50%	~280	Phoenix Down	Echo Herbs	Knot of Rust	Meteorite (C)
16	70%	50%	~280	Aqua Mote	Hi-Potion	Knot of Rust	Meteorite (B)
17	70%	50%	~280	Echo Herbs	Hi-Potion	Knot of Rust	Meteorite (A)
18	70%	40%	~250	Echo Herbs	Avenger	Knot of Rust	Meteorite (B)
19	70%	35%	~300	Echo Herbs	Hi-Potion	Knot of Rust	Meteorite (A)
20	100%	0%	—	Stamp	Stamp	Stamp	Stamp
21	80%	0%	—	Blood Sword	Blood Sword	Blood Sword	Blood Sword
22	50%	50%	500	Chronos Tear	Serum	Knot of Rust	Meteorite (C)
23	100%	100%	~50	—	—	—	—
24	100%	0%	—	Thief's Cuffs	Thief's Cuffs	Thief's Cuffs	Thief's Cuffs
25	100%	0%	—	Turtleshell Choker	Turtleshell Choker	Turtleshell Choker	Turtleshell Choker
26	100%	100%	6636	—	—	—	—
27	60%	30%	~400	Phoenix Down	Balance Mote	Knot of Rust	Meteorite (B)
28	100%	0%	—	Gillie Boots	Gillie Boots	Gillie Boots	Gillie Boots
29	75%	40%	~250	Echo Herbs	Diamond Armor	Knot of Rust	Meteorite (A)
30	75%	40%	~250	Echo Herbs	Black Garb	Knot of Rust	Meteorite (A)
31	70%	30%	~400	Echo Herbs	Remedy	Knot of Rust	Meteorite (A)
32	75%	35%	~400	Echo Herbs	Potion	Knot of Rust	Meteorite (A)
33	70%	40%	~350	Echo Herbs	Black Garb	Knot of Rust	Meteorite (A)
34	75%	40%	~350	Echo Herbs	Remedy	Knot of Rust	Meteorite (A)
35	70%	40%	~350	Echo Herbs	Metal Jerkin	Knot of Rust	Meteorite (B)
36	70%	40%	~350	Echo Herbs	Dragon Shield	Knot of Rust	Meteorite (A)
37	75%	35%	~500	Echo Herbs	Potion	Knot of Rust	Meteorite (A)
38	70%	40%	~350	Echo Herbs	Giant Stonebow	Knot of Rust	Meteorite (A)
39	75%	40%	~350	Echo Herbs	Remedy	Knot of Rust	Meteorite (A)
40	75%	35%	~250	Echo Herbs	Gold Needle	Knot of Rust	Meteorite (A)
41	90%	90%	~120	Hi-Ether	Hi-Ether	Knot of Rust	Meteorite (B)
42	80%	0%	—	Elixir	Elixir	Elixir	Elixir
43	70%	50%	~400	Echo Herbs	Nu Khai Sand	Knot of Rust	Meteorite (A)
44	70%	50%	~400	Aqua Mote	Ether	Knot of Rust	Meteorite (B)
45	100%	0%	—	Dispel Mote	Dispel Mote	Dispel Mote	Dispel Mote
46	100%	0%	—	Reflectga Mote	Reflectga Mote	Reflectga Mote	Reflectga Mote

Hike Through the Highwaste

Mosphoran Highwaste. Sounds like a fun place, doesn't it? These mountain passes and canyons are crawling with wolf-like Worgens, making it a good place to string together a Battle Chain. The party starts in the Southern Skirts. Move northwest. You can take either one of two exits leading up to the next area, Summit Path, but watch out for the explosive traps blocking the passages. Move up against the ravine walls and carefully move past the traps.

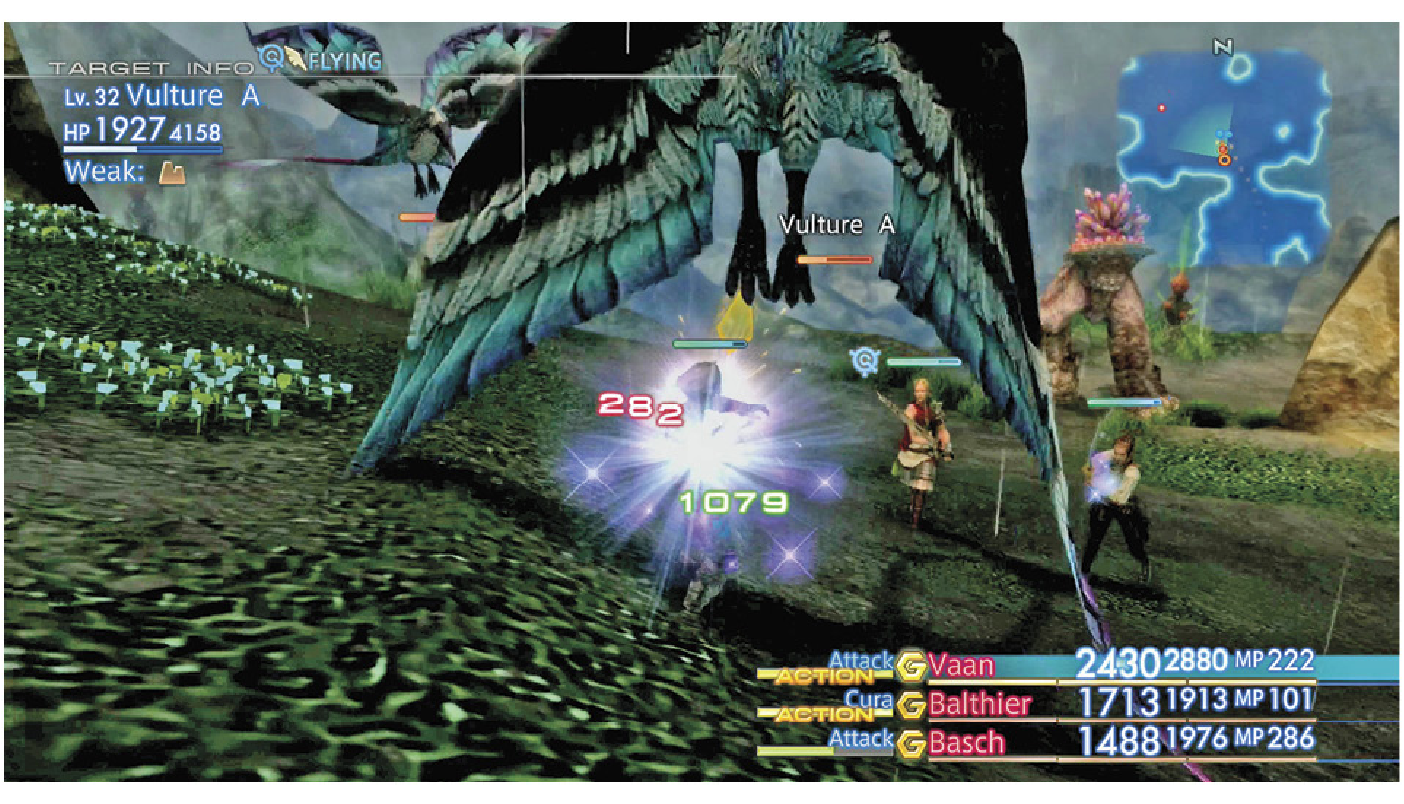
Beware the Fire Elemental floating around this area. Your party may be strong enough to challenge this elemental, but make sure you know where the zone exits are just in case things get out of hand. Keep an eye out for the Wary Wolf on the Summit Path, too; it's a powerful Rare Game animal—very rare, in fact!

Exit from Summit Path to the northwest into Babbling Vale. This area is a caravan rest stop with a Save Crystal, a traveling merchant named Luccio, and a Scout moogle who sells a Mosphoran Highwaste map and tells of a giant Bomb deep in the Salikawood. (This is an optional boss you can fight later.) Among new weapons and armor, Luccio also sells Aeroga and Vanishga.

Side Quest: The Wind Shrines

If you acquire the Mosphoran Highwaste map from the moogle in the Babbling Vale and examine it, you will see a number of seemingly unconnected areas tucked in and around the main areas of the Highwaste. These are areas that you can reach by finding the hidden paths.
Note the eight wind shrines around the Babbling Vale area of the Mosphoran Highwaste. Talk to the Learned Man looking at the northeast shrine and he gives you some information about what he has learned. Note, however, that you must return later to unlock the shrine puzzle, which leads to an Esper named Exodus. Also, the "Trouble in the Hills" hunt target, Atomos, is located in Northern Skirts.

Exit the Babbling Vale to the north into the coolest-sounding area so far, the Trail of Sky-flung Stone. Pythons start popping up to attack, so be ready. Near the rock bridge, a flock of Vultures can be seen circling above. Shoot them out of the sky and move to the east exit.

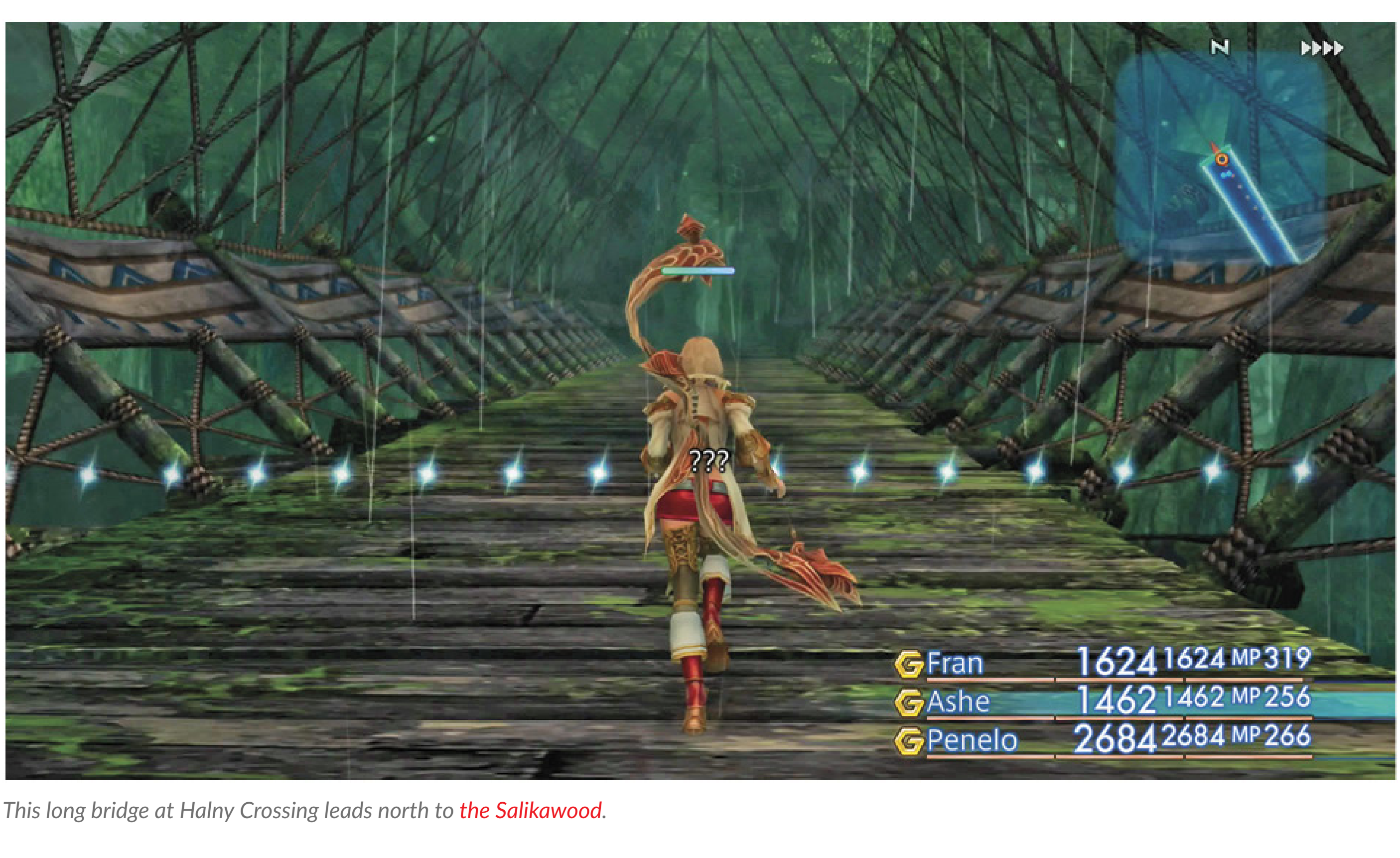

TARGET INFO
FLYING
Lv. 32 Vulture A
HP 1927 4158
Weak:
Vulture A
282
1079
N
ACTION Attack Vaan 2430 2880 MP 222
ACTION Cura Balthier 1713 1913 MP 101
Attack Basch 1488 1976 MP 286

Remember to swap in party members with ranged weapons against flyers like the Vultures that patrol the Trail of Sky-flung Stone. If Fran is your archer, move her attack gambits higher and let others do the healing.

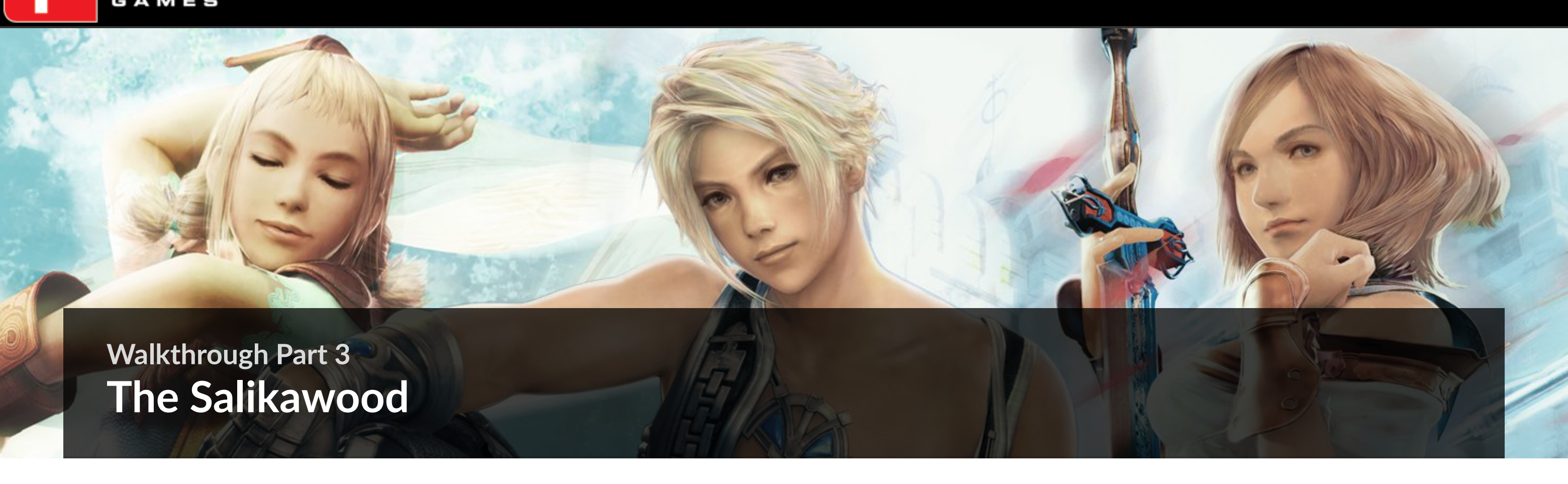
Whack the Rock

Approach the "Weathered Rock" at the far eastern end of the Trail of Sky-Flung Stone and press the X button to hit it. This action starts a landslide that opens a secret route back to the Rays of Ashen Light area.

Now fight through the Northern Skirts to a long bridge at Halny Crossing. You'll run into the lumbering Atomos along the way through Northern Skirts, if you've triggered that hunt. Run across it to leave the Mosphoran Highwaste behind and enter the Salikawood.



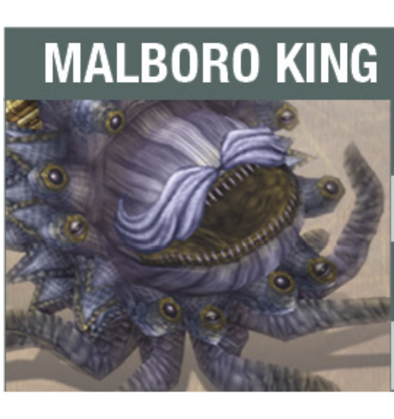
This long bridge at Halny Crossing leads north to the Salikawood.



Walkthrough Part 3

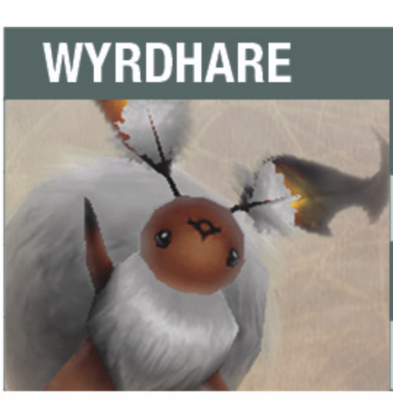
The Salikawood

MALBORO KING



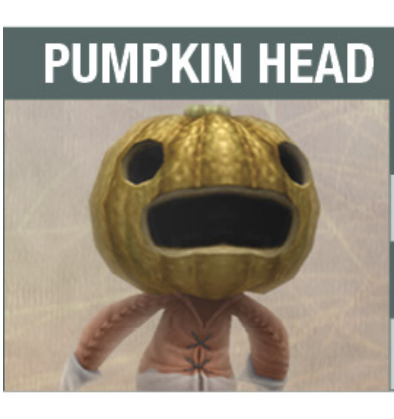
LEVEL	HP
34-35	4501-4621
EXP	**LP**
2461-2565	1

WYRDHARE



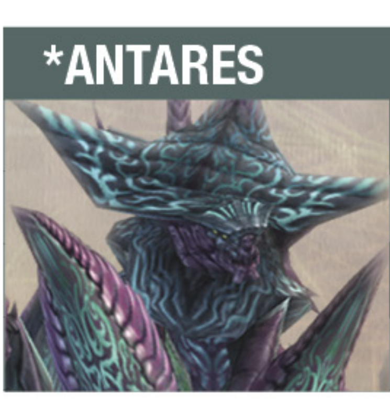
LEVEL	HP
33-35	2739-2959
EXP	**LP**
856-1042	1

PUMPKIN HEAD



LEVEL	HP
32-33	2739-2859
EXP	**LP**
1070-1174	1

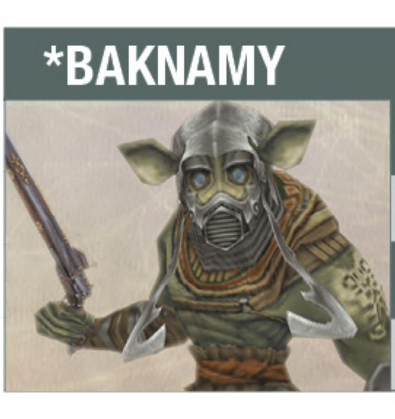
*ANTARES



LEVEL	HP
33-34	6458-6568
EXP	**LP**
2228-2317	1

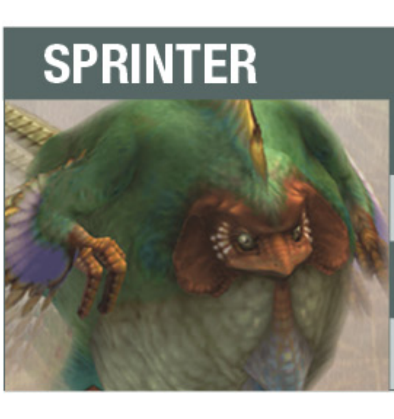
*Accessible after defeating King Bomb.

*BAKNAMY



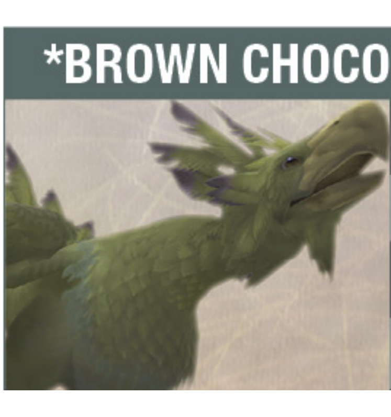
LEVEL	HP
35-36	6458-6568
EXP	**LP**
2228-2317	1

SPRINTER



LEVEL	HP
33-34	4070-4138
EXP	**LP**
1569-1661	1

*BROWN CHOCOBO



LEVEL	HP
32-35	3718-3922
EXP	**LP**
1733-2009	1

Action Checklist

1. Get to the border gate.

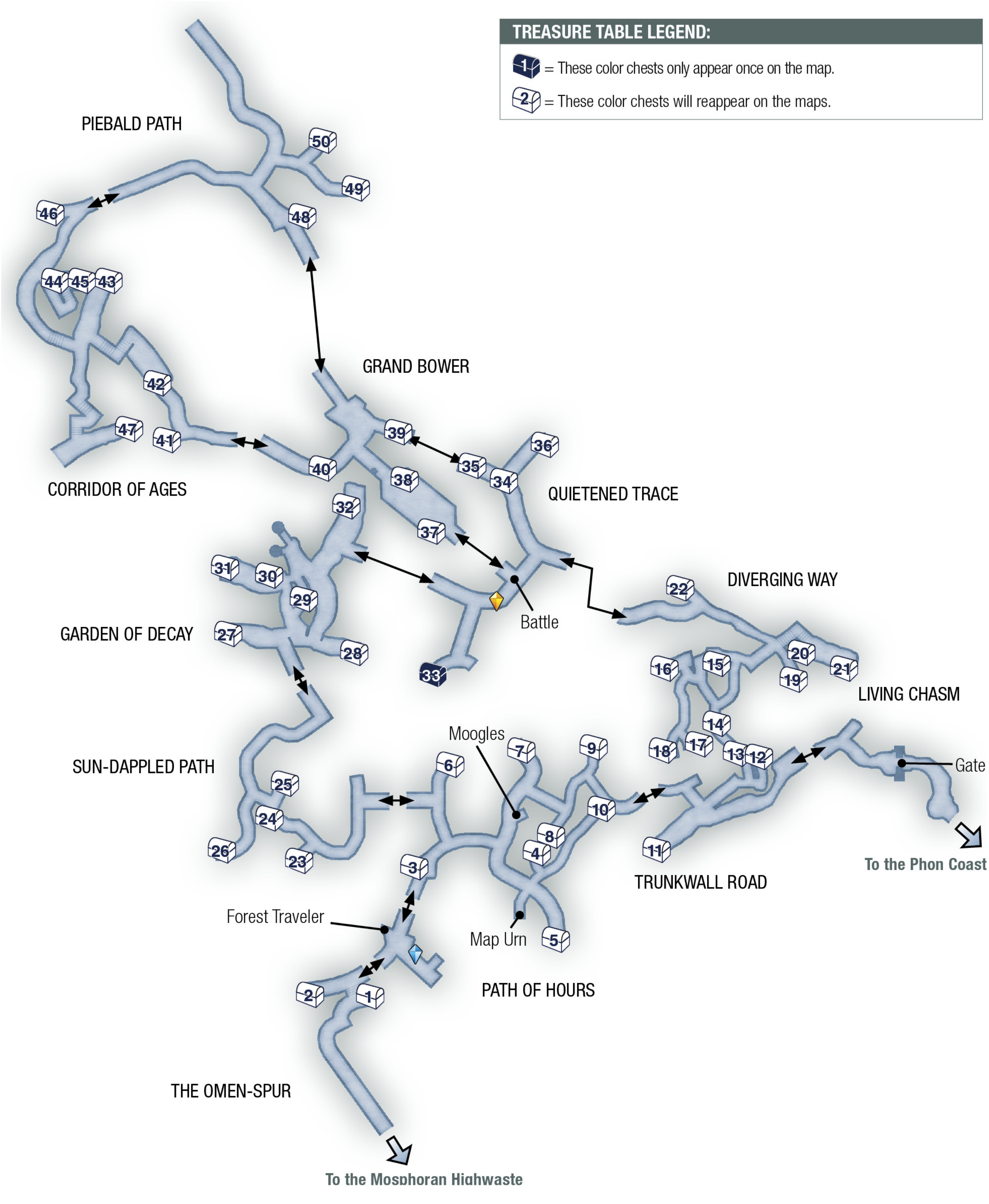
2. Round up the moogle apprentices to finish fixing the gate.

3. Exit the Salikawood into the Phon Coast.

TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	85%	50%	~290	Ether	Antidote	Knot of Rust	Meteorite (A)
2	85%	50%	~270	Ether	Eye Drops	Knot of Rust	Meteorite (B)
3	75%	50%	~300	Ether	Handkerchief	Knot of Rust	Meteorite (A)
4	75%	55%	~280	Ether	Gokuu Pole	Knot of Rust	Meteorite (A)
5	75%	50%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
6	75%	50%	~300	Ether	Prince's Kiss	Knot of Rust	Meteorite (A)
7	75%	55%	~280	Ether	Chaos Mace	Knot of Rust	Meteorite (A)
8	75%	50%	~300	Ether	Vanishga Mote	Knot of Rust	Meteorite (A)
9	75%	50%	~300	Ether	Phoenix Down	Knot of Rust	Meteorite (B)
10	75%	50%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
11	65%	50%	~280	Ether	Handkerchief	Knot of Rust	Meteorite (A)
12	65%	50%	~280	Ether	Dark Mote	Knot of Rust	Meteorite (A)
13	65%	50%	~280	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
14	65%	50%	~280	Ether	Nu Khai Sand	Knot of Rust	Meteorite (A)
15	65%	50%	~280	Ether	Dark Mote	Knot of Rust	Meteorite (B)
16	65%	50%	~280	Ether	Dark Mote	Knot of Rust	Meteorite (A)
17	65%	55%	~250	Ether	Bastard Sword	Knot of Rust	Meteorite (C)
18	65%	50%	~280	Ether	Ether	Knot of Rust	Meteorite (A)
19	65%	50%	~280	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
20	65%	55%	~280	Ether	Ras Algethi	Knot of Rust	Meteorite (A)
21	65%	50%	~280	Ether	Remedy	Knot of Rust	Meteorite (A)
22	65%	50%	~280	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
23	75%	45%	~290	Ether	Nu Khai Sand	Knot of Rust	Meteorite (A)
24	75%	45%	~290	Potion	Potion	Knot of Rust	Meteorite (A)
25	70%	50%	~290	Potion	Rose Corsage	Knot of Rust	Meteorite (B)
26	75%	45%	~290	Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
27	70%	50%	~270	Ether	Nu Khai Sand	Knot of Rust	Meteorite (A)
28	70%	50%	~270	Ether	Prince's Kiss	Knot of Rust	Meteorite (A)
29	70%	50%	~270	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
30	70%	50%	~270	Ether	Potion	Knot of Rust	Meteorite (A)
31	70%	50%	~270	Ether	Remedy	Knot of Rust	Meteorite (A)
32	70%	50%	~270	Ether	Chronos Tear	Knot of Rust	Meteorite (B)
33	100%	0%	—	Charm	Charm	Charm	Charm
34	75%	90%	~200	Knot of Rust	Knot of Rust	Knot of Rust	Meteorite (B)
35	60%	60%	~150	Handkerchief	Dark Mote	Knot of Rust	Meteorite (A)
36	50%	60%	~150	Ether	Potion	Knot of Rust	Meteorite (A)
37	70%	50%	~230	Ether	Bacchus' Wine	Knot of Rust	Meteorite (A)
38	70%	50%	~230	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
39	70%	50%	~230	Ether	Nu Khai Sand	Knot of Rust	Meteorite (B)
40	60%	55%	~500	Ether	Balance Mote	Knot of Rust	Meteorite (A)
41	70%	45%	~260	Ether	Nu Khai Sand	Knot of Rust	Meteorite (A)
42	70%	45%	~260	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
43	70%	45%	~260	Ether	Potion	Knot of Rust	Meteorite (C)
44	70%	45%	~260	Ether	Remedy	Knot of Rust	Meteorite (A)
45	70%	45%	~260	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
46	70%	45%	~260	Ether	Phoenix Down	Knot of Rust	Meteorite (A)
47	70%	45%	~260	Ether	Prince's Kiss	Knot of Rust	Meteorite (B)
48	75%	50%	~250	Potion	Remedy	Knot of Rust	Meteorite (A)
49	70%	50%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (B)
50	75%	50%	~250	Ether	Adamant Hat	Knot of Rust	Meteorite (A)

Get to Salikawood's East Gate

The party arrives in the Omen-Spur area, which contains some odd creatures. Follow the path to the next area, the Path of Hours, where a welcome sight awaits: a Save Crystal. Talk to the pacing Forest Traveler to learn about the hunters' camp on the Phon Coast to the east—the party's interim destination. Unfortunately, the Salikawood's east gate is broken; a moogle crew is doing repairs, but their work ethic is a bit sub-par. He also says he dropped his map of the wood; chances are it's nearby somewhere.

Approach the nearby forest bungalow and talk to the three "layabout" moogles inside. They indicate that they're working on the gate up ahead. Well... actually, they're resting right now. Now take a moment to find the area map. Exit the Path of Hours, crossing the next bridge north onto Trunkwall Road.

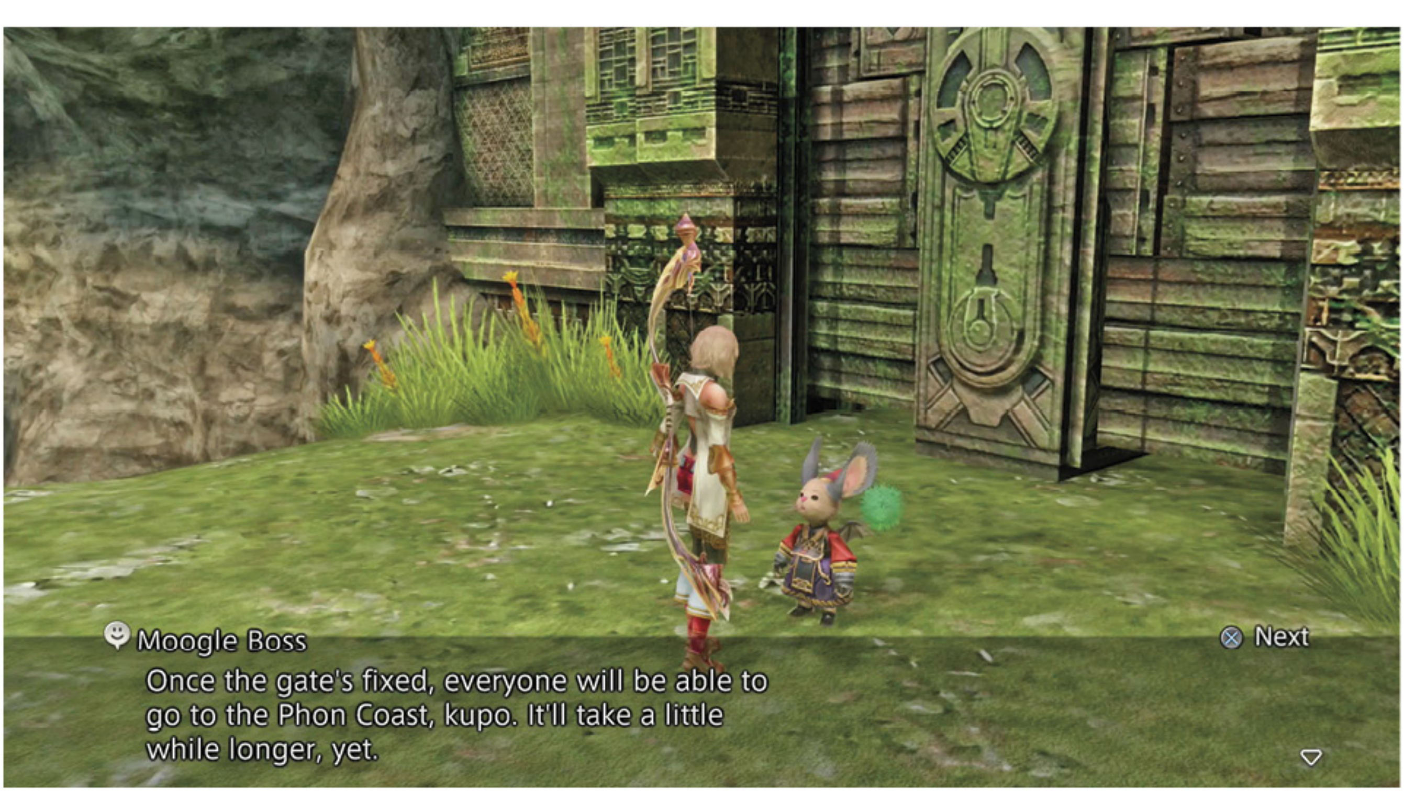
Veer right at the first fork, then go right two more times to find the Map Urn that holds the full map of the Salikawood. Next, head straight up the walkway to the northeast; veer east at the intersection to exit into Diverging Way.

There are lots of Pumpkin Heads everywhere, which makes for good Battle Chains. They're tougher than they look, though, especially when they swarm their targets in groups of three or more. Head for the east exit into the next area, Living Chasm.

Ice the Pumpkins

Equip Icebrand (a sword that deals Ice damage) on a party member; Pumpkin Heads are weak against the Ice element.

While in Living Chasm, you can see the huge gate in the cliff wall up ahead. Approach the moogle boss pacing at the gate. He explains that the gate leads to the Phon Coast. It will be open as soon as his nine moogle apprentices return from their break in the Salikawood and finish the repair work. He suggests that you look in the Salikawood bungalows scattered throughout the woods. After the conversation ends, talk to him again to get a more complete version of the story.


Moogle Boss
Once the gate's fixed, everyone will be able to go to the Phon Coast, kupo. It'll take a little while longer, yet.

The great gate lies up ahead. Talk to the moogle boss to learn that his workers are on break and scattered throughout the Salikawood. Check your map to find their locations.

Round Up the Nine Moogles

Talk to the moogles in their forest bungalows to get them back to work. After each conversation, they indicate how many moogles are left to retrieve.

Open up the Area Map to see new flashing icons that indicate where the nine moogles are holed up. Find them and talk to them in their bungalows to get them working on the gate again. A "moogle counter" in the upper-right corner of the screen tracks the number of moogles found. Two of their bungalows are side by side, in the Garden of Decay.

When all nine moogles are back on the job, take them up on their offer to return to the gate with them. The party automatically goes to the east gate to watch the gate open. Walk through and talk to the moogle boss to get a thank-you gift: a Sash, an accessory that makes the wearer immune to Slow. Next, continue east to the Phon Coast.

N
Fran 1664 1664 MP 332
Ashe 1250 1501 MP 270
Penelo 2188 2724 MP 273

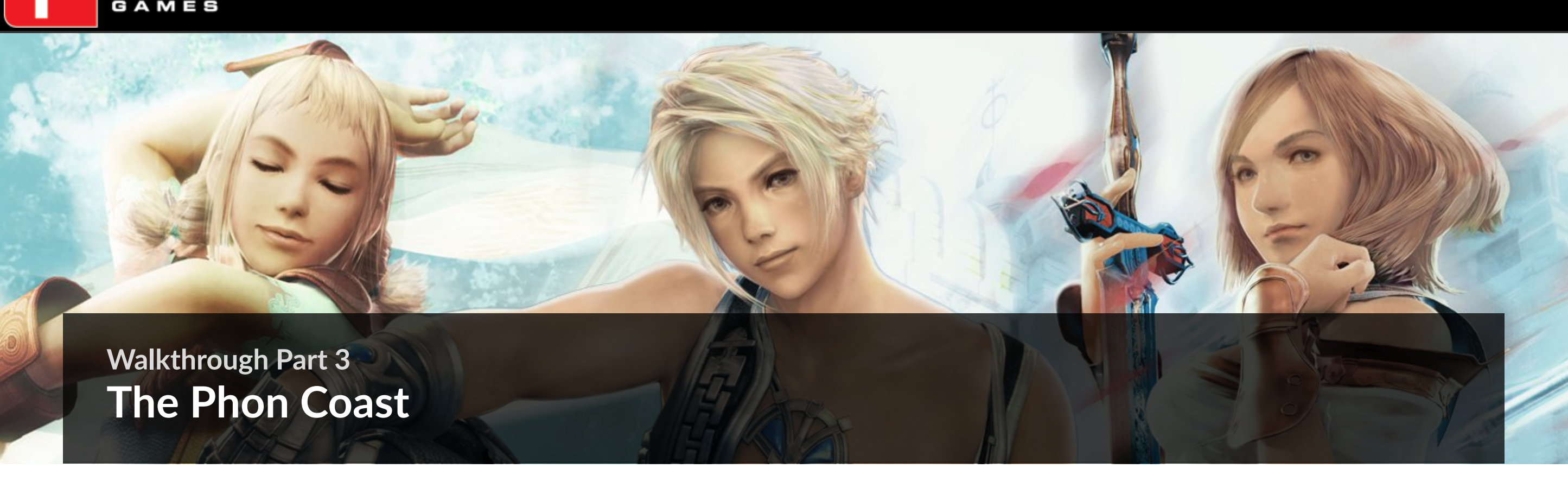
Chat with the moogle boss before moving onward to receive a gift.

No Immunity After the Fact

Items like the Sash, which provide immunity to certain status effects, only work if equipped before the wearer is hit with the status ailment in question. In this case, for example, equipping the Sash on a character already afflicted with Slow does nothing. Wearing the accessory at the moment a foe attempts Slow, however, keeps the wearer immune.

Side Quest: The Big Bomb Boss and the Necrohol

An optional boss battle awaits in the Grand Bower in the northwest part of the Salikawood. The King Bomb and three minions prowl this area. This crew may be too tough right now, but you can run away from this boss fight if you get overwhelmed. After defeating the King Bomb, you can continue to the Corridor of Ages and find Braegh, the mark in the "Rodeo to the Death" hunt. Again, check the "Side Quests" chapter for more details on these fights. There's at least no reason not to try, and if it turns out you're ready to take out King Bomb (perhaps through a couple really solid Quickening chains), then you'll also easily be able to hunt Braegh. You can also use the zone exit here right next to the King Bomb to allow repeated Steal attempts against the boss. You can also build up large battle chains on the minions King Bomb summons, as long as you don't touch the Save Crystal just outside the area. If you continue northwest from the Salikawood, you will enter the Necrohol of Nabudis. This is quite a grim area with very tough enemies.



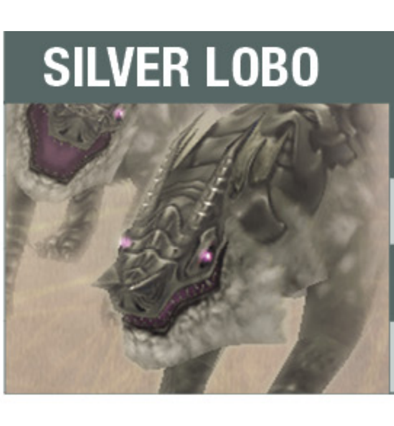
Walkthrough Part 3

The Phon Coast

MANDRAGORA

LEVEL	HP
34-37	2739-3099
EXP	**LP**
607-919	1

SILVER LOBO



LEVEL	HP
34-35	3131-3241
EXP	**LP**
1248-1341	1

PIRANHA

LEVEL	HP
35-37	4305-4469
EXP	**LP**
1961-2157	1

IGUION

LEVEL	HP
35-36	4892-5002
EXP	**LP**
1367-1460	1

PYROLISK

LEVEL	HP
36-37	6262-6330
EXP	**LP**
2585-2677	2

ARCHAEOSAUR

LEVEL	HP
37-38	12251-12592
EXP	**LP**
4457-4583	2

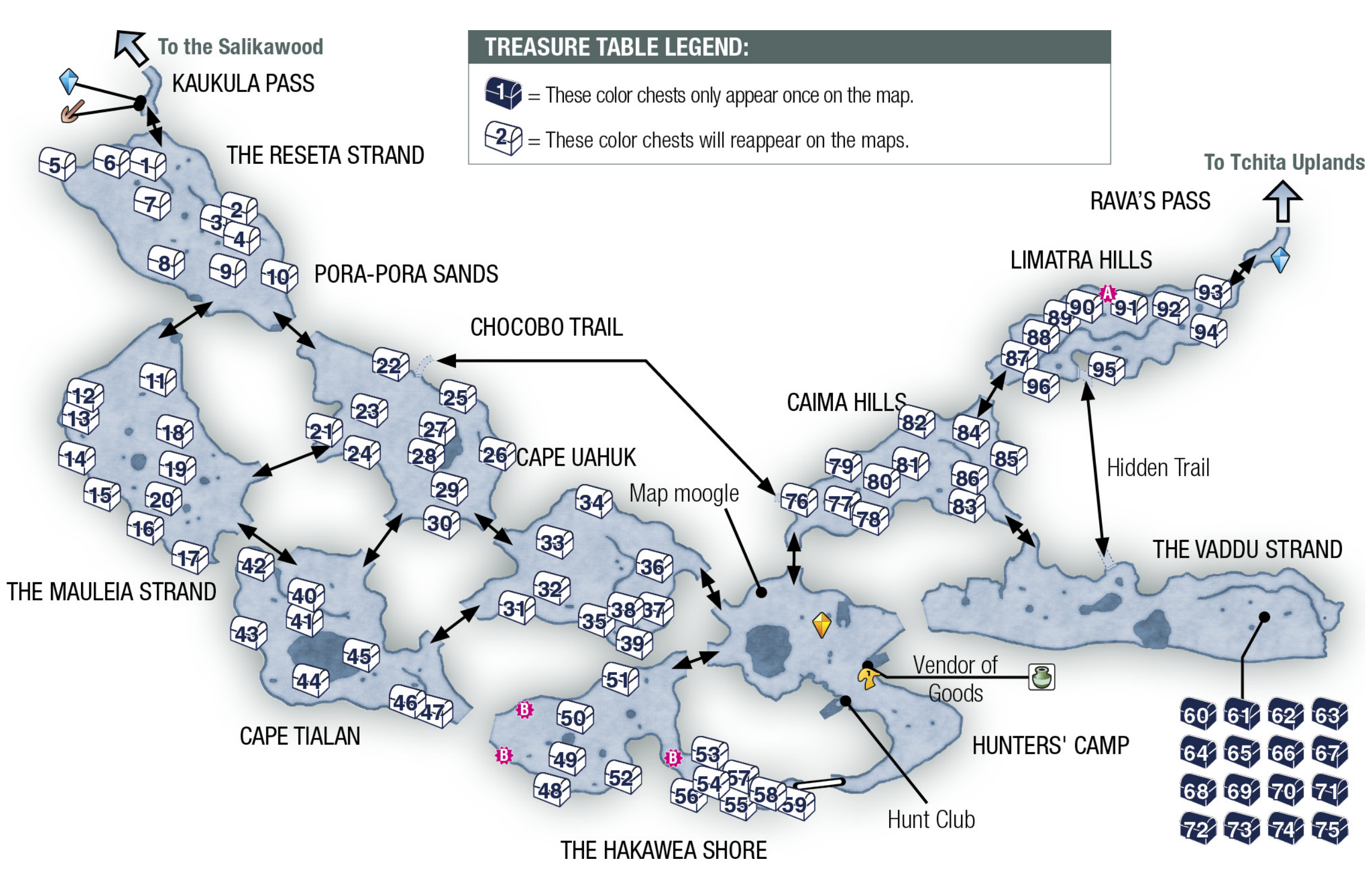
BAGOLY

LEVEL	HP
36-38	4500-4720
EXP	**LP**
2051-2237	1

Action Checklist

1. Find the Phon Coast hunters' camp.

2. Proceed to the Tchita Uplands.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	70%	40%	~280	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
2	70%	40%	~280	Hi-Potion	Eye Drops	Knot of Rust	Meteorite (A)
3	70%	40%	~280	Hi-Potion	Poison Bombs	Knot of Rust	Meteorite (A)
4	70%	40%	~280	Hi-Potion	Echo Drops	Knot of Rust	Meteorite (A)
5	75%	50%	~220	Hi-Potion	Bowline Sash	Knot of Rust	Meteorite (A)
6	70%	40%	~280	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
7	70%	40%	~280	Hi-Potion	Gold Needle	Knot of Rust	Meteorite (A)
8	70%	40%	~280	Hi-Potion	Leather Gorget	Knot of Rust	Meteorite (A)
9	70%	40%	~280	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (A)
10	70%	40%	~280	Hi-Potion	Bio Mote	Knot of Rust	Meteorite (B)
11	70%	50%	~310	Hi-Potion	Phoenix Down	Knot Rust	Meteorite (A)
12	70%	50%	~310	Hi-Potion	Gravity Mote	Knot Rust	Meteorite (A)
13	70%	50%	~310	Hi-Potion	Aqua Mote	Knot Rust	Meteorite (A)
14	70%	50%	~310	Hi-Potion	Aqua Mote	Knot Rust	Meteorite (A)
15	70%	50%	~310	Hi-Potion	Lamia's Tiara	Knot Rust	Meteorite (A)
16	70%	50%	~310	Hi-Potion	Potion	Knot Rust	Meteorite (A)
17	70%	50%	~310	Hi-Potion	Prince's Kiss	Knot Rust	Meteorite (B)
18	70%	50%	~310	Hi-Potion	Adamant Hat	Knot Rust	Meteorite (C)
19	70%	50%	~310	Hi-Potion	Dispel Mote	Knot Rust	Meteorite (A)
20	70%	50%	~310	Hi-Potion	Silent Shot	Knot Rust	Meteorite (A)
21	70%	50%	~300	Hi-Potion	Sorcerer's Habit	Knot of Rust	Meteorite (A)
22	70%	50%	~300	Hi-Potion	Echo Herbs	Knot of Rust	Meteorite (A)
23	70%	50%	~300	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (C)
24	70%	50%	~300	Hi-Potion	Nishijin Belt	Knot of Rust	Meteorite (A)
25	70%	50%	~300	Hi-Potion	Bio Mote	Knot of Rust	Meteorite (A)
26	70%	50%	~300	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
27	70%	50%	~300	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
28	70%	50%	~300	Hi-Potion	Empyrian Rod	Knot of Rust	Meteorite (A)
29	70%	50%	~300	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
30	70%	50%	~300	Hi-Potion	Dark Mote	Knot of Rust	Meteorite (B)
31	70%	50%	~320	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
32	70%	50%	~320	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (B)
33	70%	50%	~320	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
34	70%	50%	~320	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
35	70%	50%	~320	Hi-Potion	Parallel Arrows	Knot of Rust	Meteorite (A)
36	70%	50%	~320	Hi-Potion	Gravity Mote	Knot of Rust	Meteorite (A)
37	70%	50%	~320	Hi-Potion	Demon Mail	Knot of Rust	Meteorite (A)
38	70%	50%	~320	Hi-Potion	Astrakhan Hat	Knot of Rust	Meteorite (A)
39	70%	50%	~320	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
40	70%	50%	~340	Hi-Potion	Crystal Shield	Knot of Rust	Meteorite (A)
41	70%	50%	~340	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
42	70%	50%	~340	Hi-Potion	Halberd	Knot of Rust	Meteorite (A)
43	70%	50%	~340	Hi-Potion	Gold Needle	Knot of Rust	Meteorite (A)
44	70%	50%	~340	Hi-Potion	Viking Coat	Knot of Rust	Meteorite (A)
45	70%	50%	~340	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
46	70%	50%	~340	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
47	70%	50%	~340	Hi-Potion	Aqua Mote	Knot of Rust	Meteorite (B)
48	70%	50%	~330	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
49	70%	50%	~330	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
50	70%	50%	~330	Hi-Potion	Magick Gloves	Knot of Rust	Meteorite (A)
51	70%	50%	~330	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (B)
52	70%	50%	~330	Hi-Potion	Carmagnole	Knot of Rust	Meteorite (A)
53	70%	50%	~330	Hi-Potion	Bio Mote	Knot of Rust	Meteorite (C)
54	70%	50%	~330	Hi-Potion	Warp Mote	Knot of Rust	Meteorite (A)
55	70%	50%	~330	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
56	60%	60%	~280	Hi-Potion	Aldebaran	Knot of Rust	Meteorite (A)
57	70%	50%	~330	Hi-Potion	Dragon Shield	Knot of Rust	Meteorite (A)
58	70%	50%	~330	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
59	70%	50%	~330	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
60	100%	0%	—	Eskir Berries	Eskir Berries	Eskir Berries	Eskir Berries
61	100%	0%	—	Teleport Stone	Teleport Stone	Teleport Stone	Teleport Stone
62	100%	0%	—	Braid Wool	Braid Wool	Braid Wool	Braid Wool
63	100%	0%	—	Chronos Tear	Chronos Tear	Chronos Tear	Chronos Tear
64	100%	0%	—	Rime Fang	Rime Fang	Rime Fang	Rime Fang
65	100%	0%	—	Soldier's Cap	Soldier's Cap	Soldier's Cap	Soldier's Cap
66	100%	0%	—	Soleil Fang	Soleil Fang	Soleil Fang	Soleil Fang
67	100%	0%	—	Calot Hat	Calot Hat	Calot Hat	Calot Hat
68	100%	0%	—	Lightning Fang	Lightning Fang	Lightning Fang	Lightning Fang
69	100%	0%	—	Dark More	Dark More	Dark More	Dark More
70	100%	0%	—	Warhammer	Warhammer	Warhammer	Warhammer
71	100%	0%	—	Pointy Hat	Pointy Hat	Pointy Hat	Pointy Hat
72	100%	0%	—	Dispel Mote	Dispel Mote	Dispel Mote	Dispel Mote
73	100%	0%	—	Nu Khai Sand	Nu Khai Sand	Nu Khai Sand	Nu Khai Sand
74	100%	0%	—	Round Shield	Round Shield	Round Shield	Round Shield
75	100%	0%	—	Gravity Mote	Gravity Mote	Gravity Mote	Gravity Mote
76	70%	50%	~330	Hi-Potion	Aero Mote	Knot of Rust	Meteorite (A)
77	70%	50%	~330	Hi-Potion	Gold Needle	Knot of Rust	Meteorite (A)
78	70%	50%	~330	Hi-Potion	Steel Mask	Knot of Rust	Meteorite (B)
79	70%	50%	~330	Hi-Potion	Potion	Knot of Rust	Meteorite (A)
80	70%	50%	~330	Hi-Potion	Warp Mote	Knot of Rust	Meteorite (A)
81	70%	50%	~330	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (A)
82	70%	50%	~330	Hi-Potion	Diamond Sword	Knot of Rust	Meteorite (A)
83	70%	50%	~330	Hi-Potion	Mirror Mail	Knot of Rust	Meteorite (A)
84	70%	50%	~330	Hi-Potion	Blazer Gloves	Knot of Rust	Meteorite (A)
85	70%	50%	~330	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
86	70%	50%	~330	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (C)
87	70%	50%	~350	Hi-Potion	Dark Mote	Knot of Rust	Meteorite (A)
88	70%	50%	~350	Hi-Potion	Gravity Mote	Knot of Rust	Meteorite (A)
89	70%	50%	~350	Hi-Potion	Warp Mote	Knot of Rust	Meteorite (A)
90	70%	50%	~260	Hi-Potion	Francisca	Knot of Rust	Meteorite (C)
91	70%	50%	~330	Hi-Potion	Long Bolts	Knot of Rust	Meteorite (A)
92	70%	50%	~350	Hi-Potion	Aero Mote	Knot of Rust	Meteorite (A)
93	70%	50%	~350	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
94	70%	50%	~300	Hi-Potion	Judicer's Staff	Knot of Rust	Meteorite (A)
95	70%	50%	~350	Hi-Potion	Remedy	Knot of Rust	Meteorite (B)
96	70%	50%	~330	Hi-Potion	Adamant Vest	Knot of Rust	Meteorite (A)

Find the Hunters' Camp

At this stage of the game, the party crosses over into Archadia. From the Save Crystal in Kaukula Pass, walk south into The Reseta Strand and then fight your way southeast along the beach. These enemies are quite tough, so come prepared. If you don't have well-equipped party members leveled up to at least 27 or 28, you may have a very difficult time against the Bagoly, Pyrolisk, and Silver Lobo foes.

Continue southeast through the Pora-Pora Sands. (Stay close to the left wall to find a secret path, which you can't use yet. A hunter won't allow access.) Now head east across Cape Uahuk to the Hunters' Camp.

This triggers an event in which Balthier tells Lady Ashe a story about nethicite and Doctor Cid, the director of Draklor Laboratories.

After the event, explore the camp a bit. Buy a Phon Coast map from the moogle near the north exit; check out the Vendor of Goods; upgrade equipment and licenses (especially the new spells Confuse and Firaga); and then save your game at the Save Crystal.

The hunters' camp is an oasis in a hostile land. Use it as a base for hunts and leveling up in the surrounding monster-filled areas.

Side Quest: The Hunt Club

If you try talking to the "Shady bangaas" in front of the hut directly across the sand from the Vendor of Goods, you will hear some pretty evasive and threatening responses. These hunters are members of something called the Hunt Club, and this location is where you can start the Hunt Club side quest.
You can't begin the Hunt Club until later in the game. Note the Notice Board with its posted bills is not inside a tavern here, but instead it is located outside not far from the Save Crystal.

If you don't have a few Level 30 characters yet, now would be a good time to explore and do some leveling up. Try heading west into Cape Tialan and then up to the Mauleia Strand, or east to the Vaddu Strand, looking for treasure and conquests.

Watch out for the innocent-looking Mandragora foursome on the high pass in Cape Tialan. They're neutral, so they won't do much unless you try to attack or steal from them. If you do, then all four of them will descend on your party with a fury. This would be a good time for a Quickening chain.

Keep stockpiling loot until you can sell enough to get at least three of your characters equipped with the best armor and weapons available from the Vendor of Goods back in Hunters' Camp. When you're ready to move deeper into Archadia, take the northernmost exit from the Hunters' Camp into the next area, the Caima Hills.

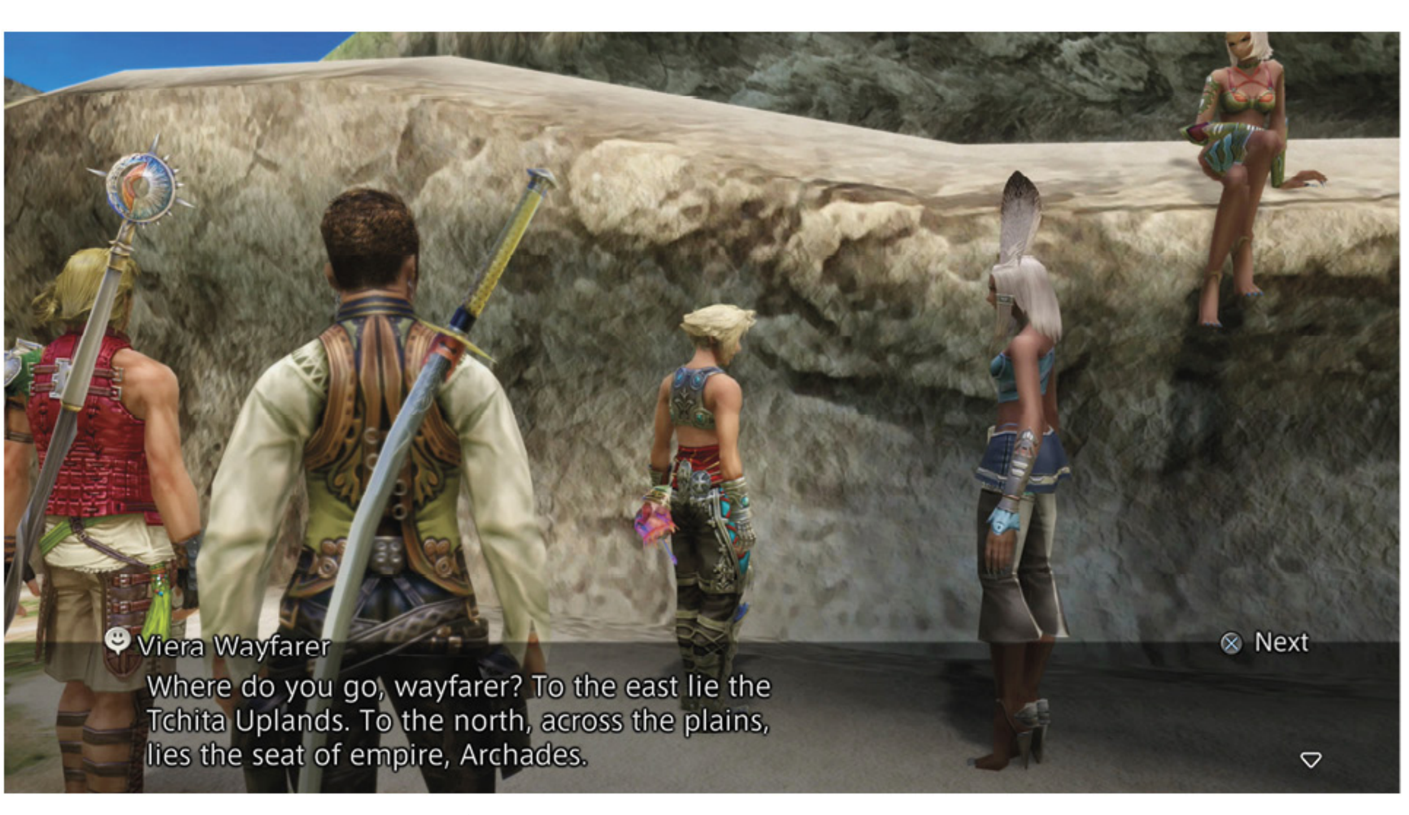
Secret Chocobo Trails

Look for "Wayward Chocobos" and catch a ride in exchange for some Gysahl Greens. If you need to find some, buy them in Rabanastre from the Clan Provisioner in Muthru Bazaar. Also, watch for grassy ravines that disappear into the hills. These may be secret chocobo trails that are only accessible when riding a chocobo.

These trails usually provide convenient shortcuts between areas. One of them connects the northern Pora-Pora Sands with the Caima Hills.

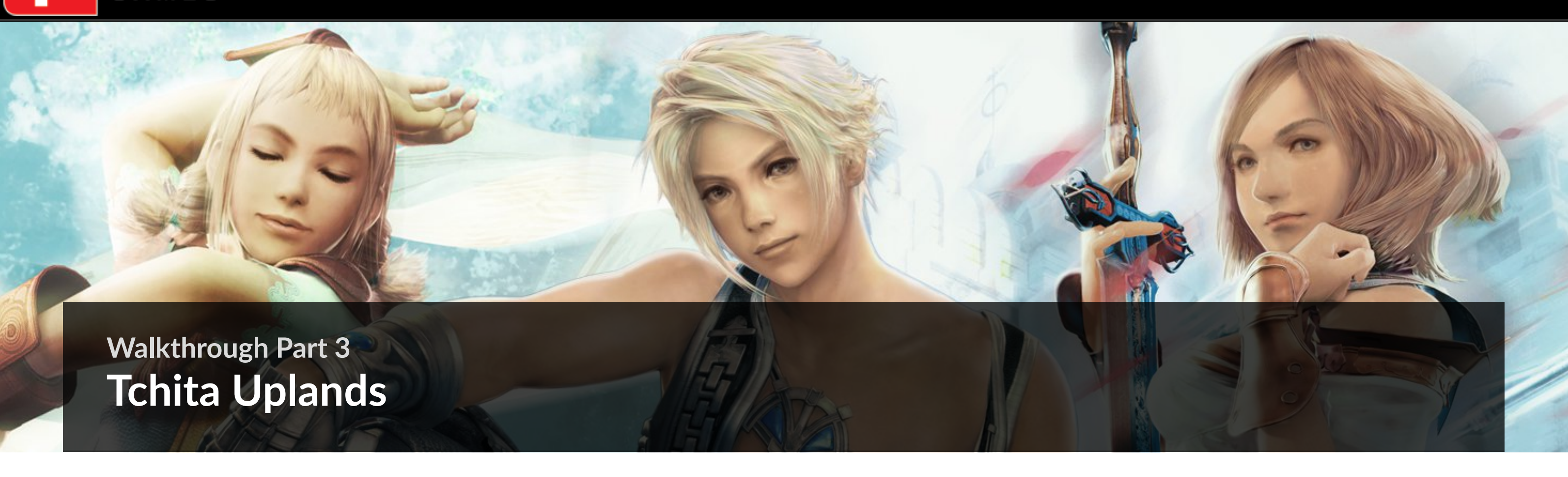
Head North to Tchita Uplands

Watch out for a lumbering Archaeosaur in the Caima Hills. Hack and slash up to the northeast exit into the Limatra Hills. Remember to use your ranged weapons when Pyrolisks flap overhead. When you finally reach Rava's Pass, use the Save Crystal to heal up and save your game.



Viera Wayfarer
Where do you go, wayfarer? To the east lie the Tchita Uplands. To the north, across the plains, lies the seat of empire, Archades.

Talk to the viera wayfarer near the crystal in Rava's Pass to get a directional update.



Walkthrough Part 3
Tchita Uplands

OBJECTIVE

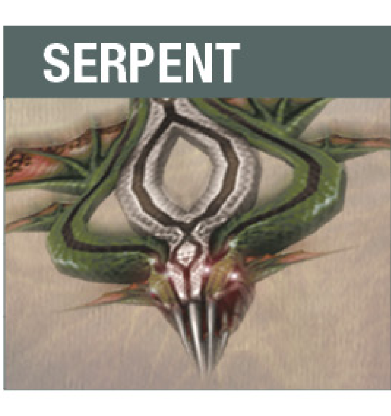
Sneak into the Imperial Capital of Archades

With the main routes into the Imperial city carefully watched, the best way into town is to go through the Tchita Uplands and use a vast underground cavern complex called the Sochen Cave Palace.

COEURL

LEVEL	HP
36-38	4240-4460
EXP	**LP**
1750-1936	1

SERPENT



LEVEL	HP
35-36	4982-5302
EXP	**LP**
2309-2483	1

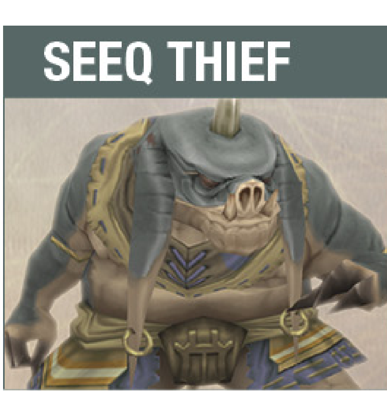
MALBORO OVERKING

LEVEL	HP
36-38	4775-5255
EXP	**LP**
2568-2936	1

BELLWYVERN

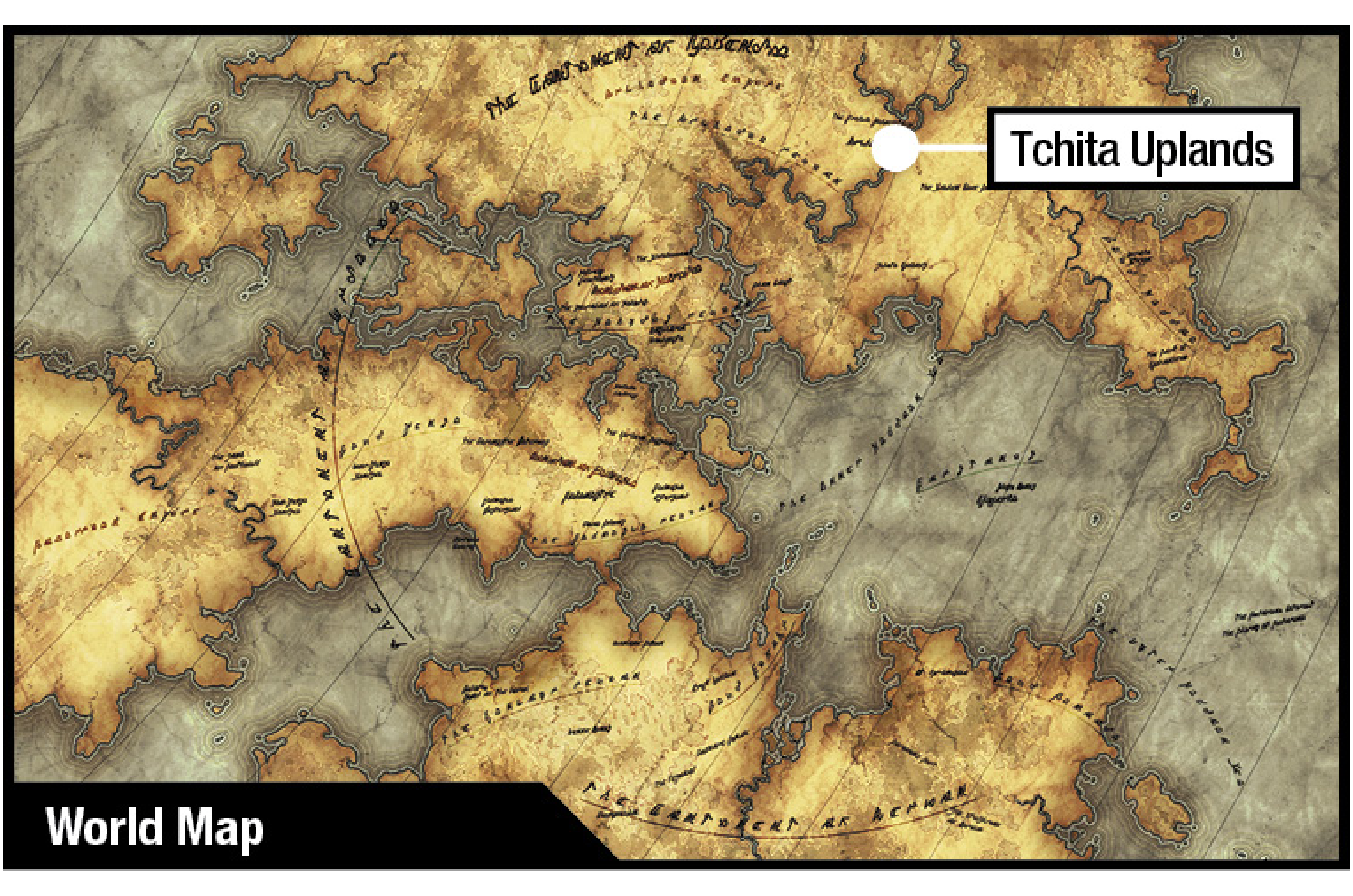
LEVEL	HP
37-38	7587-8267
EXP	**LP**
3637-3840	2

SEEQ THIEF



LEVEL	HP
36-39	5932-6652
EXP	**LP**
2048-2873	1

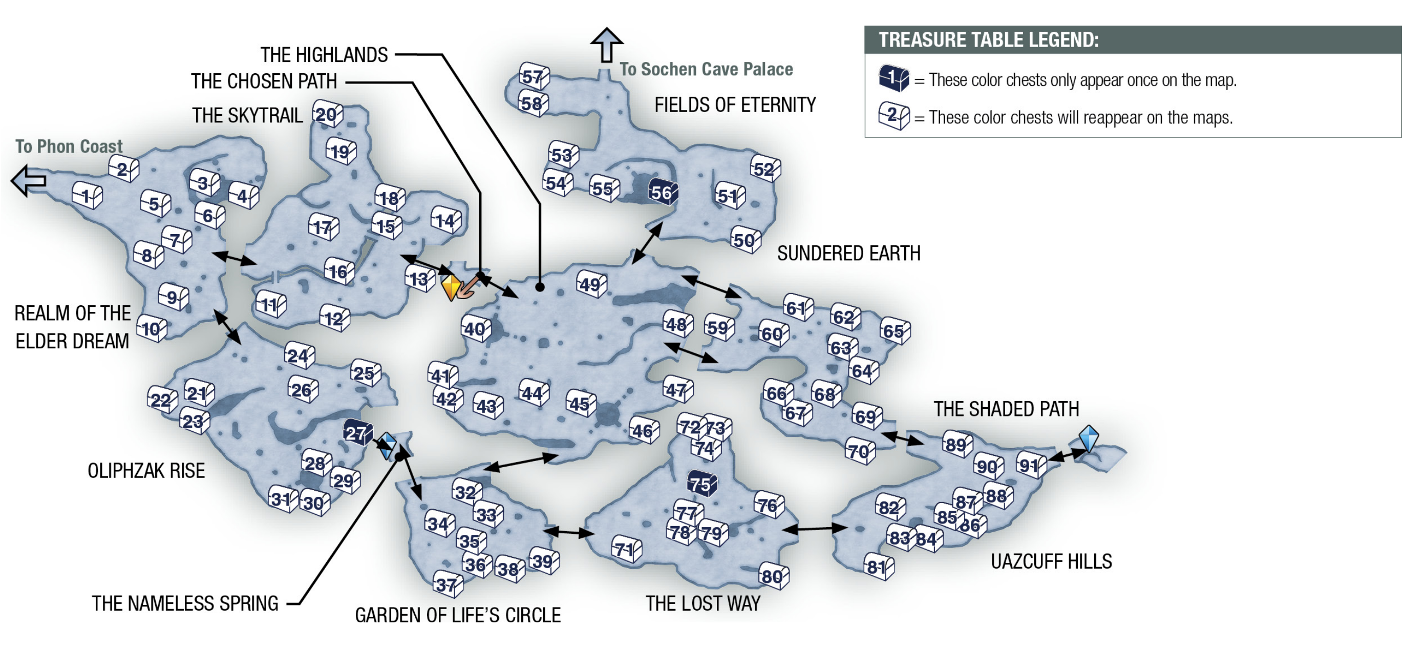
Action Checklist



1. Cross the Tchita Uplands.

2. Find the Archadian wayfarers who offer a hunt and the Soul Ward Key.

3. Enter the Sochen Cave Palace.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	50%	70%	~100	Potion	Balance Mote	Knot of Rust	Meteorite (A)
2	50%	70%	~100	Potion	Warp Mote	Knot of Rust	Meteorite (B)
3	30%	70%	~100	Goggle Mask	Fuzzy Miter	Knot of Rust	Meteorite (A)
4	50%	70%	~100	Potion	Balance Mote	Knot of Rust	Meteorite (B)
5	30%	70%	~100	Avenger	Empyrian Rod	Knot of Rust	Meteorite (A)
6	20%	70%	~100	Potion	Officer's Hat	Knot of Rust	Meteorite (A)
7	35%	70%	~100	Storm Spear	Adamant Hat	Knot of Rust	Meteorite (A)
8	50%	70%	~100	Potion	Float Mote	Knot of Rust	Meteorite (A)
9	50%	70%	~100	Potion	Bio Mote	Knot of Rust	Meteorite (B)
10	40%	70%	~100	Potion	Silent Shot	Knot of Rust	Meteorite (A)
11	50%	70%	~100	Potion	Float Mote	Knot of Rust	Meteorite (B)
12	30%	70%	~100	Gokuu Pole	Agate Ring	Knot of Rust	Meteorite (A)
13	20%	70%	~100	Potion	Penetrating Crossbow	Knot of Rust	Meteorite (A)
14	30%	70%	~100	Chaos Mace	Astrakhan Hat	Knot of Rust	Meteorite (B)
15	30%	70%	~100	Giant Stonebow	Adamant Vest	Knot of Rust	Meteorite (A)
16	50%	70%	~100	Potion	Balance Mote	Knot of Rust	Meteorite (A)
17	50%	70%	~100	Potion	Bio Mote	Knot of Rust	Meteorite (A)
18	50%	70%	~100	Potion	Balance Mote	Knot of Rust	Meteorite (A)
19	50%	70%	~100	Potion	Bio Mote	Knot of Rust	Meteorite (B)
20	50%	70%	~100	Potion	Gravity Mote	Knot of Rust	Meteorite (A)
21	50%	70%	~100	Potion	Chronos Tear	Knot of Rust	Meteorite (B)
22	35%	70%	~100	Brigandine	Steel Gorget	Knot of Rust	Meteorite (A)
23	35%	70%	~100	Enchanter's Habit	Carmagnole	Knot of Rust	Meteorite (A)
24	35%	70%	~100	Platinum Shield	Argyle Armlet	Knot of Rust	Meteorite (A)
25	20%	70%	~100	Potion	Doom Mace	Knot of Rust	Meteorite (A)
26	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (B)
27	100%	0%	—	Float	Float	Float	Float
28	50%	70%	~100	Potion	Bio Mote	Knot of Rust	Meteorite (B)
29	30%	70%	~100	Potion	Halberd	Knot of Rust	Meteorite (A)
30	50%	70%	~100	Potion	Remedy	Knot of Rust	Meteorite (A)
31	50%	70%	~100	Potion	Warp Mote	Knot of Rust	Meteorite (C)
32	20%	70%	~100	Potion	Burning Bow	Knot of Rust	Meteorite (A)
33	50%	70%	~100	Potion	Gravity Mote	Knot of Rust	Meteorite (B)
34	50%	70%	~100	Potion	Remedy	Knot of Rust	Meteorite (B)
35	30%	70%	~100	Kiku-ichimonji	Judicer's Staff	Knot of Rust	Meteorite (A)
36	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (B)
37	45%	70%	~100	Potion	Aqua Shot	Knot of Rust	Meteorite (A)
38	30%	70%	~100	Bastard Sword	Diamond Sword	Knot of Rust	Meteorite (A)
39	50%	70%	~100	Potion	Warp Mote	Knot of Rust	Meteorite (A)
40	50%	70%	~100	Potion	Warp Mote	Knot of Rust	Meteorite (B)
41	50%	70%	~100	Potion	Gravity Mote	Knot of Rust	Meteorite (A)
42	20%	70%	~100	Potion	Barrel Coat	Knot of Rust	Meteorite (A)
43	45%	70%	~100	Potion	Stun Bombs	Knot of Rust	Meteorite (A)
44	30%	70%	~100	Black Garb	Steel Mask	Knot of Rust	Meteorite (A)
45	30%	70%	~100	Diamond Armor	Francisca	Knot of Rust	Meteorite (A)
46	50%	70%	~100	Potion	Float Mote	Knot of Rust	Meteorite (B)
47	50%	70%	~100	Potion	Bio Mote	Knot of Rust	Meteorite (A)
48	20%	70%	~100	Potion	Orichalcum Dirk	Knot of Rust	Meteorite (A)
49	50%	70%	~100	Potion	Remedy	Knot of Rust	Meteorite (B)
50	40%	70%	~100	Potion	Power Armlet	Knot of Rust	Meteorite (A)
51	50%	70%	~100	Potion	Float Mote	Knot of Rust	Meteorite (B)
52	50%	70%	~100	Potion	Aeroga Mote	Knot of Rust	Meteorite (B)
53	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (B)
54	40%	70%	~100	Potion	Nishijin Belt	Knot of Rust	Meteorite (A)
55	45%	70%	~100	Potion	Poison Bombs	Knot of Rust	Meteorite (A)
56	100%	0%	—	Blindga	Blindga	Blindga	Blindga
57	20%	70%	~100	Potion	Platinum Armor	Knot of Rust	Meteorite (A)
58	40%	70%	~100	Potion	Rose Corsage	Knot of Rust	Meteorite (A)
59	20%	70%	~100	Potion	Gaia Hat	Knot of Rust	Meteorite (A)
60	50%	70%	~100	Potion	Remedy	Knot of Rust	Meteorite (B)
61	30%	70%	~100	Leather Gorget	Bangle	Knot of Rust	Meteorite (A)
62	50%	70%	~100	Potion	Hi-Potion	Knot of Rust	Meteorite (B)
63	30%	70%	~100	Diamond Helm	Mirror Mail	Knot of Rust	Meteorite (A)
64	50%	70%	~100	Potion	Hi-Potion	Knot of Rust	Meteorite (B)
65	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (B)
66	20%	70%	~100	Potion	Zephyr Pole	Knot of Rust	Meteorite (A)
67	10%	70%	~100	Hi-Ether	Cura Mote	Knot of Rust	Meteorite (D)
68	30%	70%	~100	Dragon Shield	Crystal Shield	Knot of Rust	Meteorite (A)
69	50%	70%	~100	Potion	Chronos Tear	Knot of Rust	Meteorite (A)
70	45%	70%	~100	Potion	Parallel Arrows	Knot of Rust	Meteorite (A)
71	45%	70%	~100	Potion	Long Bolts	Knot of Rust	Meteorite (A)
72	30%	70%	~100	Metal Jerkin	Aldebaran	Knot of Rust	Meteorite (A)
73	20%	70%	~100	Potion	Maduin Gear	Knot of Rust	Meteorite (A)
74	45%	70%	~100	Potion	Stone Bolts	Knot of Rust	Meteorite (A)
75	100%	0%	—	Regen	Regen	Regen	Regen
76	30%	70%	~100	Blazer Gloves	Bowline Sash	Knot of Rust	Meteorite (A)
77	50%	70%	~100	Potion	Hastega Mote	Knot of Rust	Meteorite (B)
78	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (B)
79	50%	70%	~100	Potion	Remedy	Knot of Rust	Meteorite (B)
80	20%	70%	~100	Potion	Yakei	Knot of Rust	Meteorite (A)
81	35%	70%	~100	Betelgeuse	Blazer Gloves	Knot of Rust	Meteorite (A)
82	50%	70%	~100	Potion	Float Mote	Knot of Rust	Meteorite (B)
83	50%	70%	~100	Potion	Aeroga Mote	Knot of Rust	Meteorite (A)
84	20%	70%	~100	Potion	Runeblade	Knot of Rust	Meteorite (A)
85	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (A)
86	20%	70%	~100	Potion	Platinum Helm	Knot of Rust	Meteorite (A)
87	50%	70%	~100	Potion	Cura Mote	Knot of Rust	Meteorite (B)
88	50%	70%	~100	Potion	Reverse Mote	Knot of Rust	Meteorite (C)
89	45%	70%	~100	Potion	Fiery Arrows	Knot of Rust	Meteorite (A)
90	50%	70%	~100	Potion	Shock Mote	Knot of Rust	Meteorite (B)
91	35%	70%	~100	Flametongue	Magick Gloves	Knot of Rust	Meteorite (A)

Obtain a Soul Ward Key

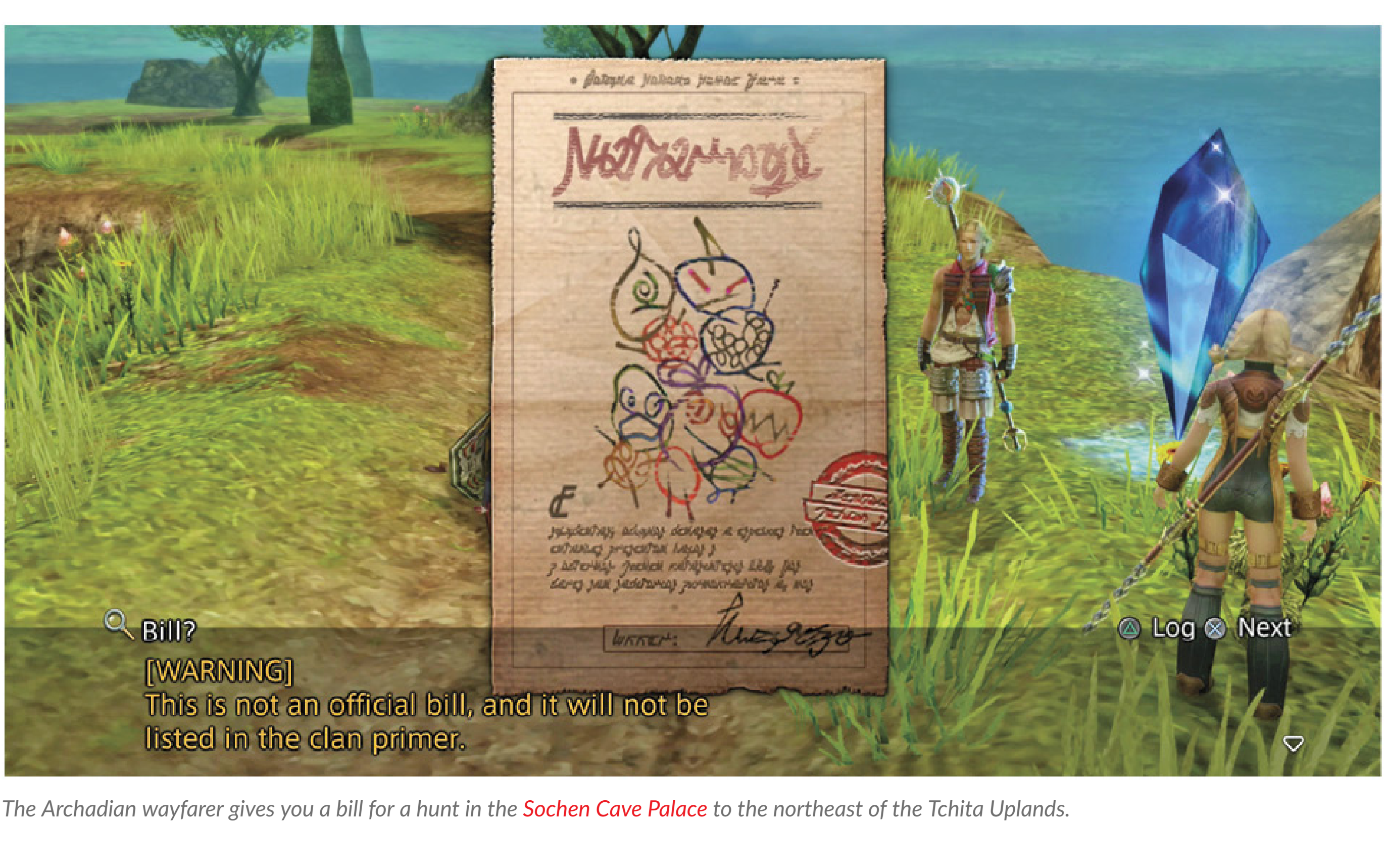
Coeurls and Serpents roam the high plains and meadows of the Tchita Uplands. Fight your way east across the Realm of the Elder Dream to the eastern exit. This takes the party into an area called the Skytrail. Cross either bridge into the southern half of the area, then find the exit near the east end.

In the Chosen Path, look for a Save Crystal and an "Archadian wayfarer" next to a bangaa hunter prone on the ground. The wayfarer wants to hire you to deal with a terrible menace in a place called the Sochen Cave Palace. He hands over a bill for the hunt, but note that since it's not an official bill, it won't be listed in the Clan Primer. (NOTE: You can also get this petition from the wayfarer's father in the "Nameless Spring" area.)

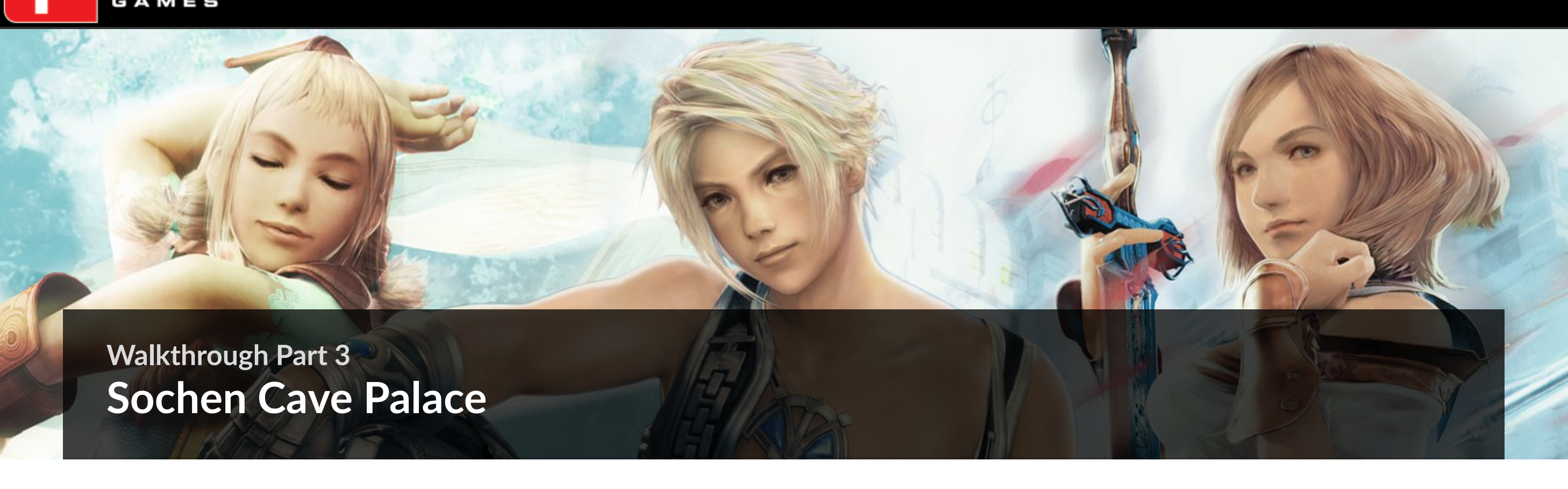
Select "Yes" to accept the hunt assignment. The wayfarer directs the party to the cave's entrance in the Fields of Eternity to the northeast. He then hands over the Soul Ward Key, which unlocks a door within the entry cavern. Note that the wayfarer's location is now marked by a flashing icon on the Area Map.

Continue the trek across the Uplands, but this time with a specific destination in mind. From the Chosen Path, go east across the Highlands, sticking close to the cliff on the left side. Take the north exit up into the Fields of Eternity. So this is the place the wayfarer mentioned! Proceed to the northwest part of the area to find a large cave entrance.

Go inside to enter the Sochen Cave Palace and trigger a quick event. During the event, Balthier explains to the party that this is the "sneaky way" into Archades.


Bill?
[WARNING]
This is not an official bill, and it will not be listed in the clan primer.

The Archadian wayfarer gives you a bill for a hunt in the Sochen Cave Palace to the northeast of the Tchita Uplands.



Walkthrough Part 3

Sochen Cave Palace

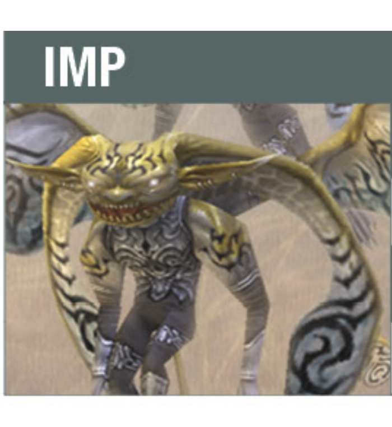
OBJECTIVE

Use the Sochen Cave Palace to Sneak into Archades

ZOMBIE KNIGHT

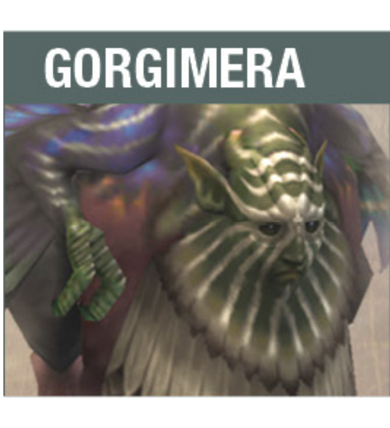
LEVEL	HP	EXP	LP
36-38	3693-4053	1427-1747	1

IMP



LEVEL	HP	EXP	LP
37-39	4390-4710	2231-2583	1

GORGIMERA



LEVEL	HP	EXP	LP
36-37	5385-5505	1707-1878	1

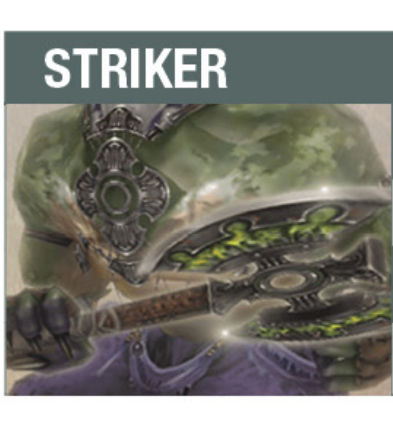
IGUION

LEVEL	HP	EXP	LP
36-38	5129-5349	2329-2515	1

ZOMBIE WARLOCK

LEVEL	HP	EXP	LP
36-38	7625-7985	2693-3013	1

STRIKER



LEVEL	HP	EXP	LP
37-38	5129-5549	2329-2492	1

FOCALOR

LEVEL	HP	EXP	LP
36-37	4513-4684	2135-2308	1

WENDIGO

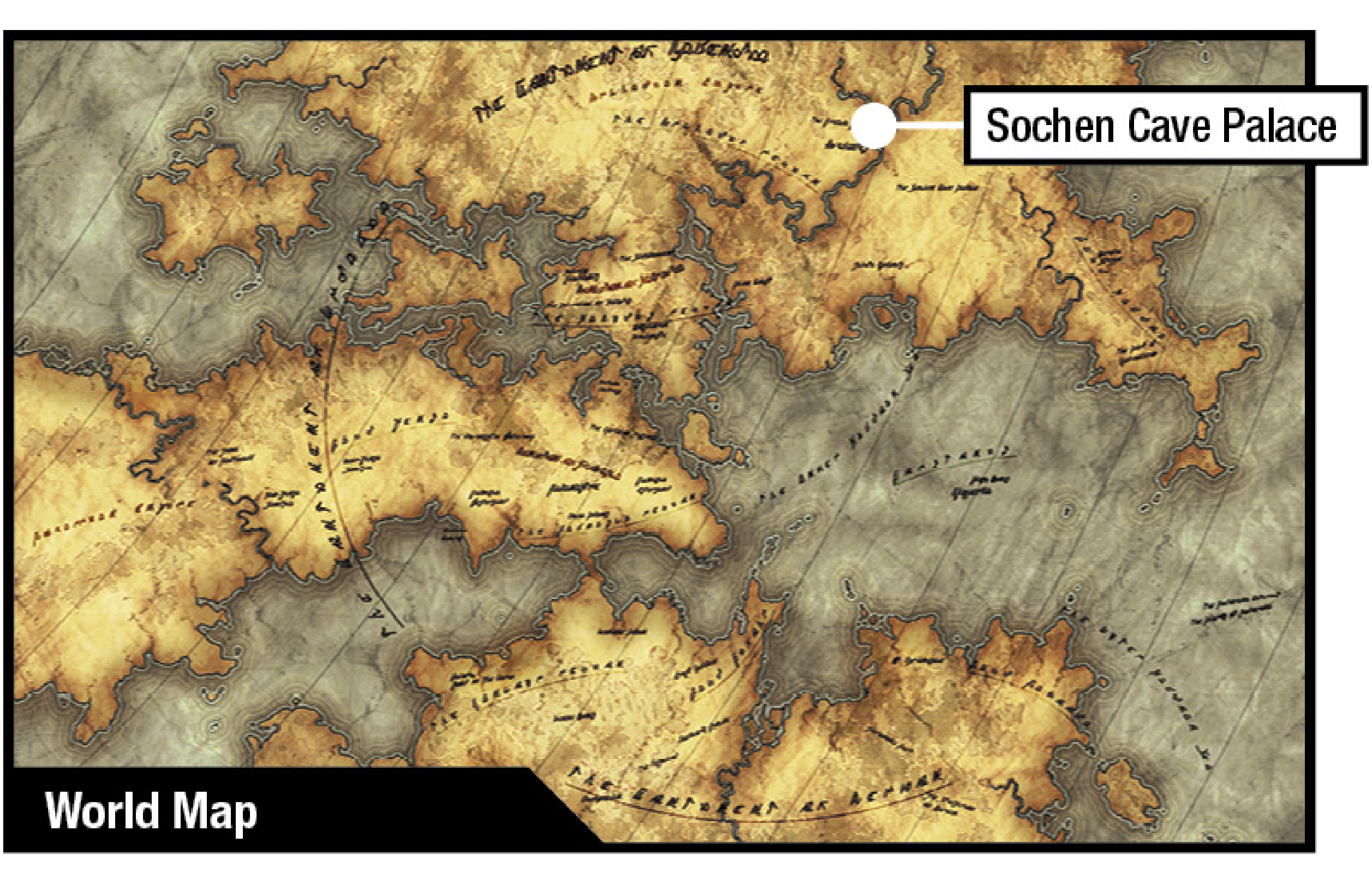
LEVEL	HP	EXP	LP
37-38	5458-5878	2329-2492	1

CRYSTALBUG

LEVEL	HP	EXP	LP
38	3589	0	10

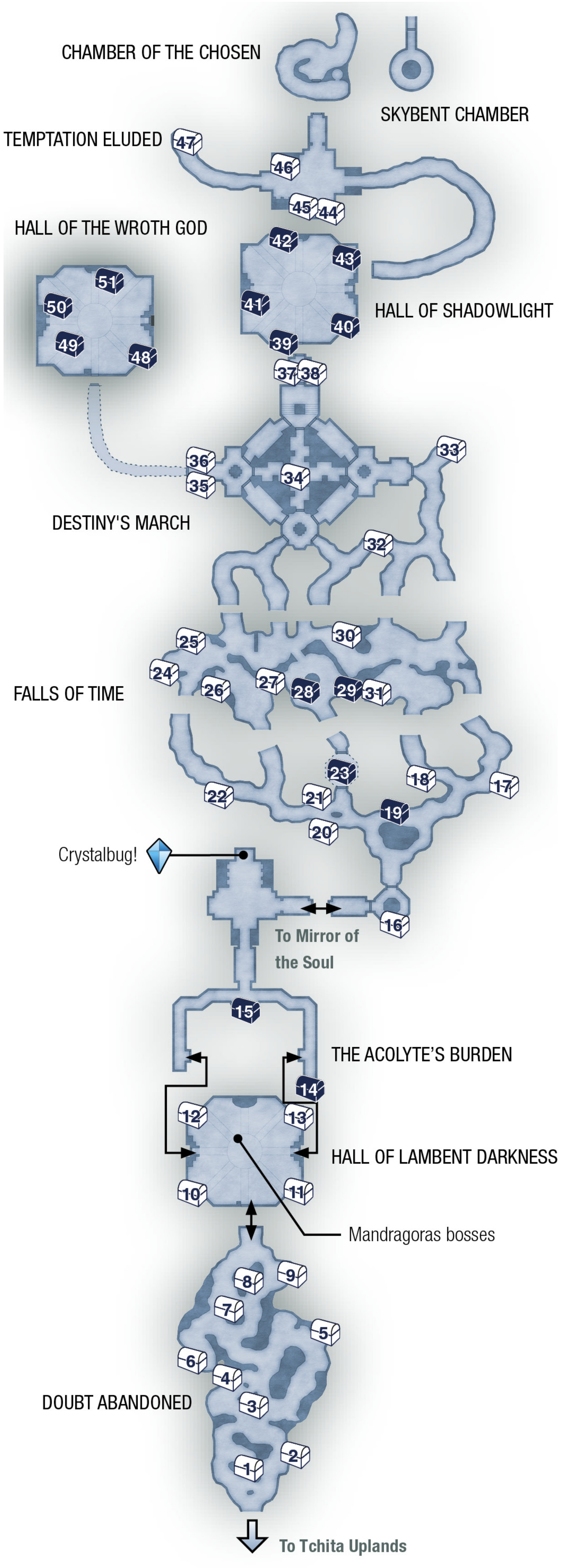
PIT FIEND

LEVEL	HP	EXP	LP
37-39	4390-4710	2329-2515	1



Action Checklist

1. Use the Soul Ward Key to enter the boss chamber.
2. Defeat the five bosses.
3. Optional! Return to the wayfarers in the Tchita Uplands for a reward.
4. Defeat the Crystalbug.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	70%	45%	~400	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (A)
2	70%	45%	~400	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
3	70%	45%	~400	Hi-Potion	Ether	Knot of Rust	Meteorite (B)
4	70%	45%	~400	Hi-Potion	Handkerchief	Knot of Rust	Meteorite (A)
5	70%	45%	~400	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (A)
6	70%	45%	~400	Hi-Potion	Prince's Kiss	Knot of Rust	Meteorite (A)
7	70%	45%	~400	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
8	70%	45%	~400	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
9	70%	45%	~400	Hi-Potion	Handkerchief	Knot of Rust	Meteorite (C)
10	75%	45%	~400	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
11	75%	45%	~400	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (B)
12	75%	45%	~400	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
13	75%	45%	~400	Hi-Potion	Balance Mote	Knot of Rust	Meteorite (A)
14	100%	100%	4936	—	—	Hi-Potion	—
15	100%	0%	—	Hastega Mote	Hastega Mote	Hastega Mote	Hastega Mote
16	70%	50%	~450	Hi-Potion	Ether	Knot of Rust	Meteorite (B)
17	70%	50%	~450	Hi-Potion	Dispel Mote	Knot of Rust	Meteorite (A)
18	70%	50%	~450	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
19	100%	0%	—	Shock Mote	Shock Mote	Shock Mote	Shock Mote
20	70%	50%	~450	Hi-Potion	Chronos Tear	Knot of Rust	Meteorite (A)
21	70%	50%	~450	Hi-Potion	Aero Mote	Knot of Rust	Meteorite (A)
22	70%	50%	~450	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
23	100%	0%	—	Megalixir	Megalixir	Megalixir	Megalixir
24	70%	45%	~480	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
25	70%	45%	~480	Hi-Potion	Nu Khai Sand	Knot of Rust	Meteorite (A)
26	70%	45%	~480	Hi-Potion	Nu Khai Sand	Knot of Rust	Meteorite (A)
27	70%	45%	~480	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (C)
28	100%	0%	—	Sakura-saezuri	Sakura-saezuri	Sakura-saezuri	Sakura-saezuri
29	100%	0%	—	1000 Needles	1001 Needles	1002 Needles	1003 Needles
30	70%	45%	~480	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (B)
31	70%	45%	~480	Hi-Potion	Chronos Tear	Knot of Rust	Meteorite (A)
32	70%	45%	~460	Hi-Potion	Antidote	Knot of Rust	Meteorite (B)
33	70%	45%	~460	Hi-Potion	Antidote	Knot of Rust	Meteorite (A)
34	70%	45%	~460	Hi-Potion	Chronos Tear	Knot of Rust	Meteorite (A)
35	70%	45%	~460	Hi-Potion	Antidote	Knot of Rust	Meteorite (A)
36	70%	45%	~460	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
37	70%	45%	~460	Hi-Potion	Chronos Tear	Knot of Rust	Meteorite (A)
38	70%	45%	~460	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
39	100%	0%	—	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down
40	100%	0%	—	Cura Mote	Cura Mote	Cura Mote	Cura Mote
41	100%	0%	—	Elixir	Elixir	Elixir	Elixir
42	100%	0%	—	Bubble Mote	Bubble Mote	Bubble Mote	Bubble Mote
43	100%	0%	—	X-Potion	X-Potion	X-Potion	X-Potion
44	70%	45%	~420	Hi-Potion	Remedy	Knot of Rust	Meteorite (B)
45	75%	45%	~420	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
46	75%	45%	~420	Hi-Potion	Antidote	Knot of Rust	Meteorite (A)
47	75%	45%	~420	Hi-Potion	Ether	Knot of Rust	Meteorite (A)
48	100%	0%	—	Reverse Mote	Reverse Mote	Reverse Mote	Reverse Mote
49	100%	0%	—	Hastega Mote	Hastega Mote	Hastega Mote	Hastega Mote
50	100%	0%	—	Bubble Mote	Bubble Mote	Bubble Mote	Bubble Mote
51	1%	0%	—	Zodiac Escutcheon	Zodiac Escutcheon	Zodiac Escutcheon	Zodiac Escutcheon

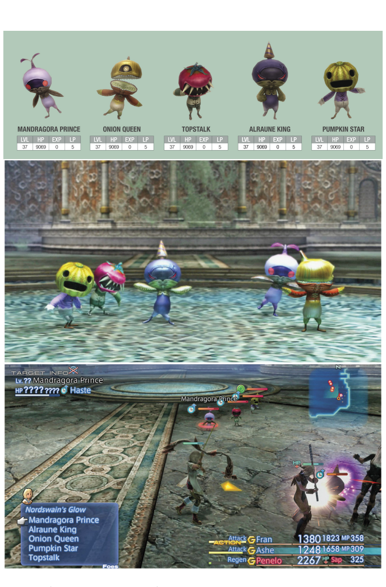
Reach the Palace Gate

The cave antechamber, called Doubt Abandoned, isn't actually part of the palace. Fight past the Zombie Warriors and floating Imps while descending the slope. Upon reaching the Gate of the Soul Ward at the north end of the cavern, use the Soul Ward Key to open it. (This is the key you received from the Archadian wayfarer back at the Save Crystal.) Now prepare for a wild boss fight!

Enter Sochen with Full mist charges

It is important to enter the fight with the five Mandragora bosses with full Mist Charges on all of your Quickening-equipped characters so you can chain as many Quickening attacks as possible. Refrain from using Esper summons or Quickening attacks in Sochen Cave Palace until reaching the Mandragoras.

The Mandragoras



Here's what you're looking for—all five Mandragoras in a row giving chase. This is the best time to nail them with a long Quickening chain if possible, triggering an area attack in the process.

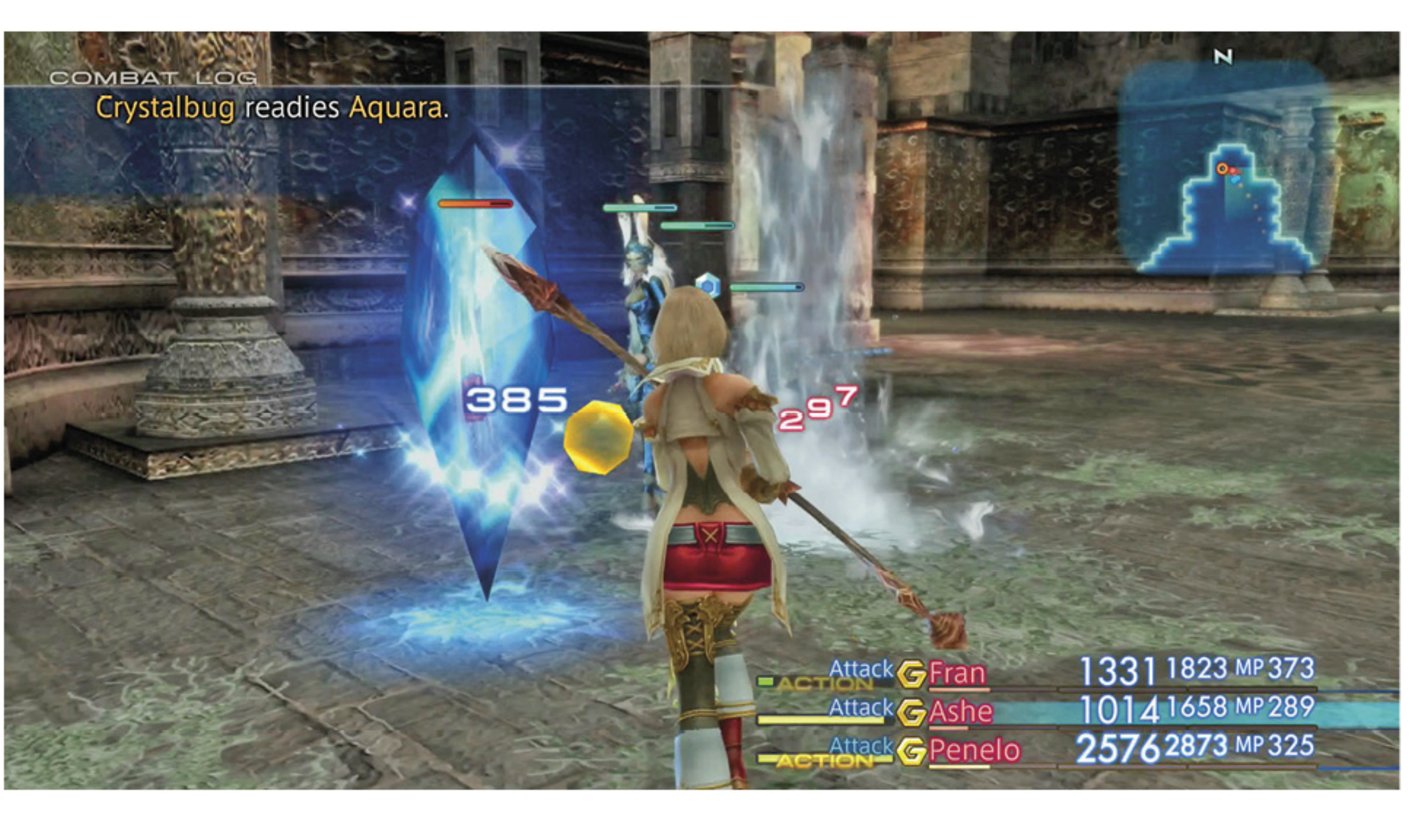
When the fight begins, the little bosses scatter in all directions. They have Haste cast on themselves, making them very speedy and difficult to target and counter. If you have active characters without Quickening spells available, use them to cast Dispel on the five foes. Otherwise, hold the R2 button and run around until the Mandragoras re-gather and start chasing the party.
The bosses will form a tight line as they give chase, so this is the moment to trigger a Quickening, targeting the centermost member of the enemy party. As always, try to string together a good Mist chain so you trigger the follow-up Concurrence attack that can damage the entire enemy party.
As the fight continues, the Mandragoras follow a pattern. They all attack at once, then when they take damage, they all scatter in multiple directions to regenerate and heal. If your Quickenings didn't wipe them out, cast Dispel on any survivors and wipe them out one by one. You may need to chase the targets a bit, especially when they run off to heal. When this occurs, stay close to them until you can hit them with a series of physical hits.
Overall, the key is to avoid fighting all five Mandragoras at once. Their combined attacks can decimate your party quickly.

Remember, the Mandragora bosses were a mark for a hunt you agreed to do. Return to the Archadian Wayfarer in the Chosen Path of the Tchita Uplands to receive a reward: 1000 gil and three Remedies! Heal and save at the crystal, then return to the Hall of Lambent Darkness (where you fought the Mandragora bosses) in the Sochen Cave Palace.

Defeat the Crystalbug

Exit the Hall of Lambent Darkness via either side door (east or west) into the Acolyte's Burden area. Follow the corridors north to the Save Crystal… except, it isn't a Save Crystal! Yes, another sneaky Crystalbug starts slinging Water attacks at the party. If you came here directly from the boss battle, your party may be depleted, so fight carefully. You may want to return to the hall and run around to rebuild MP levels before you battle the bug.

Actually, you can skip the Crystalbug fight if you want and proceed directly east into the main part of the palace. However, this is the last Save Crystal you'll see for a long time, so it's best that you hammer the bug into submission.

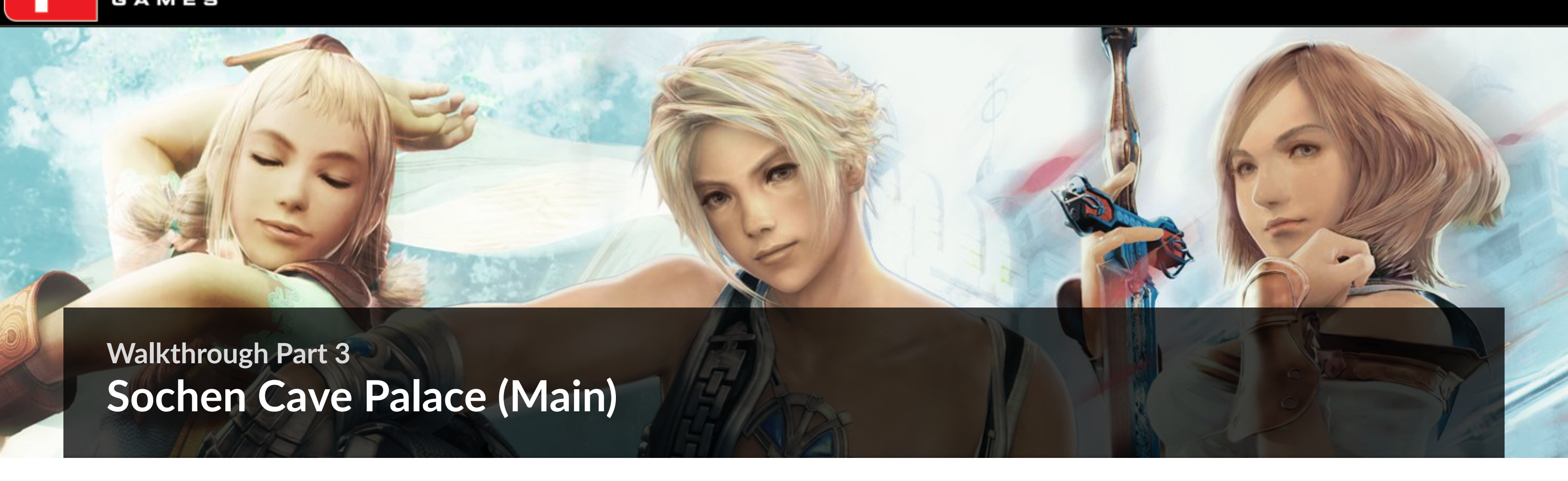


COMBAT LOG

Crystalbug readies Aquara.

N
385
297
Attack Fran 1331 1823 MP 373
Attack Ashe 1014 1658 MP 289
Attack Penelo 2576 2873 MP 325

Hit this annoying Crystalbug disguised as a Save Crystal.



Walkthrough Part 3

Sochen Cave Palace (Main)

Action Checklist

1. Navigate through the palace.

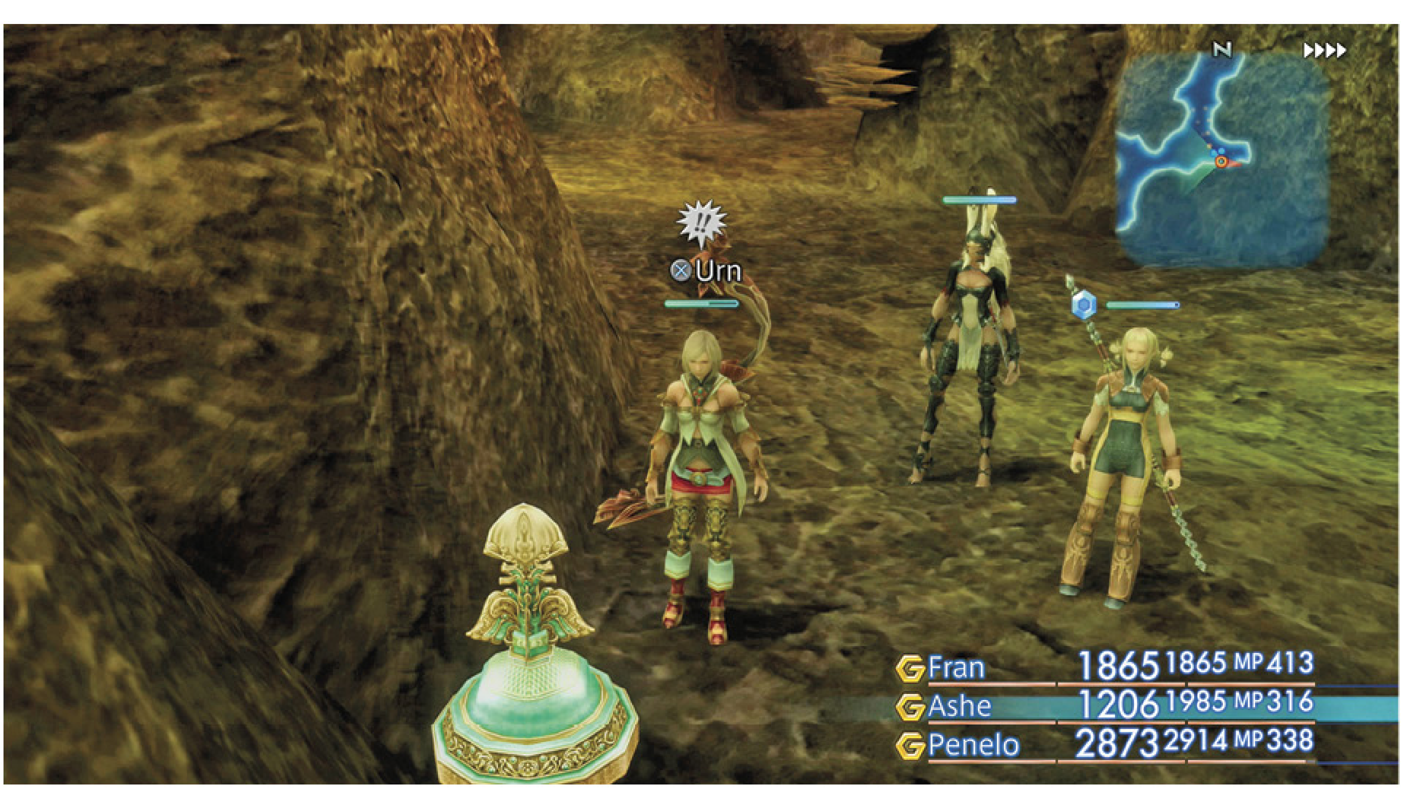
2. Optional! Solve the waterfall puzzle to reach the item in a secret room.

3. Defeat Ahriman.

4. Exit the caves into Old Archades.

Find a Palace Map

From the Save Crystal (formerly the Crystalbug) in the Acolyte's Burden area, take the east door to enter the main palace. All sorts of demons prowl the cave corridors, so be ready for combat. In the Mirror of the Soul, go north through the ancient door to the path split. Watch out for a swarm of Imps and a Pit Fiend. Next, turn east and stay close to the easternmost (right) wall as you move toward an alcove with a Map Urn that is guarded by three Gorgimeras. The map will be very helpful in the next areas. Continue to hug the right side wall while moving north across the zone line into the next area, Falls of Time.



Find the Map Urn right away, especially if you want to solve the waterfall puzzle.

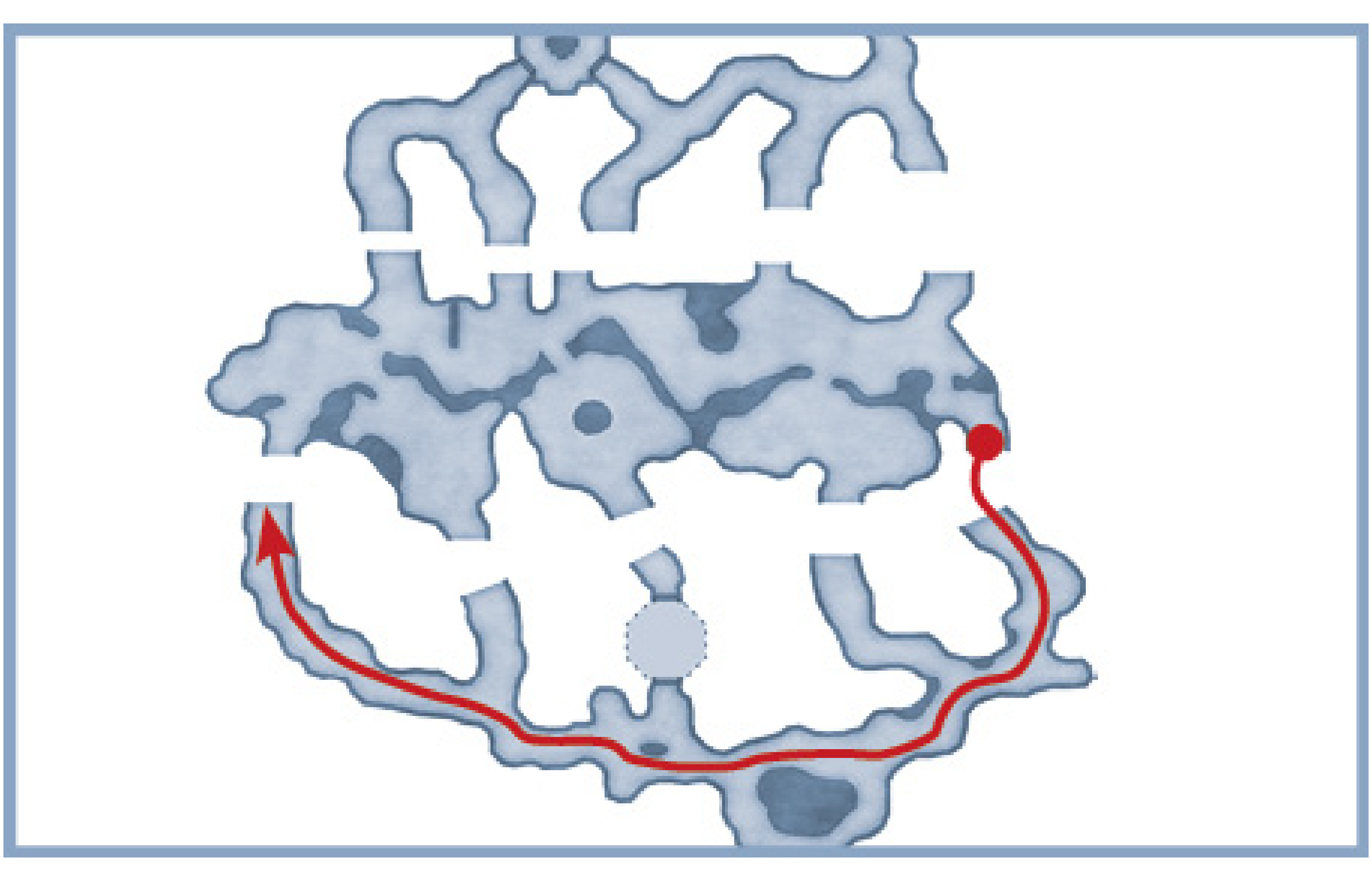
OPTIONAL! Solve the Waterfall Puzzle

You hear a door open in the distance.
Close

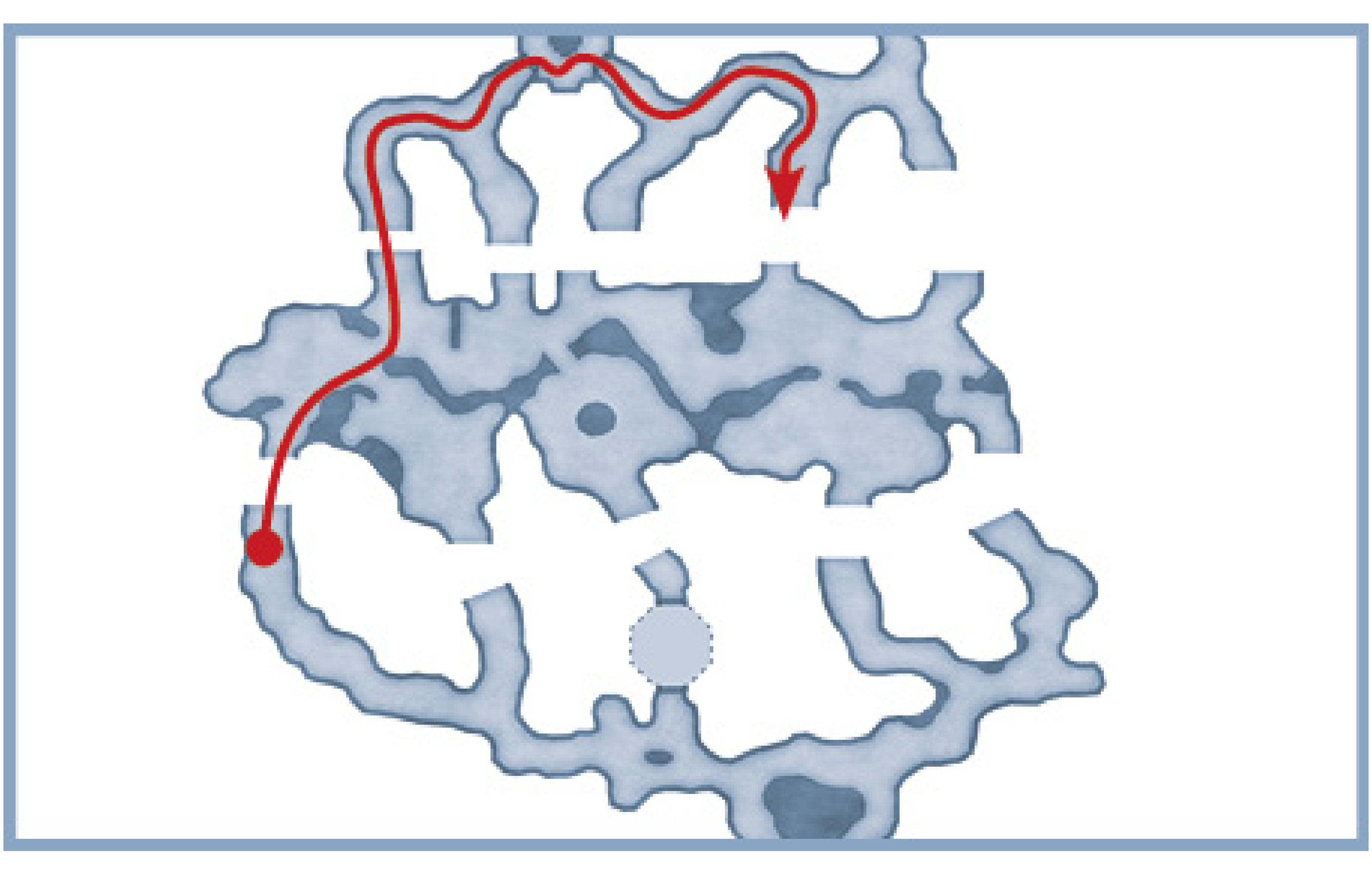
Several waterfalls block passages between areas of the Sochen Cave Palace, but you can manipulate their locations by simply moving from room to room.

If you examine the Area Map, you will see a small room in the center of the palace between the southern Mirror of the Soul and the northern Falls of Time. This room holds a treasure chest with an item inside. However, a waterfall blocks the entrance from the north. In fact, numerous waterfalls block passages between the areas. When you move from the Falls of Time area to the Mirror of the Soul area, you trigger magick that actually moves the waterfall locations! (The game states: "The course of the waterfalls seems to have changed.") If you follow the correct route back and forth between the two areas, you can create a path to the secret room.

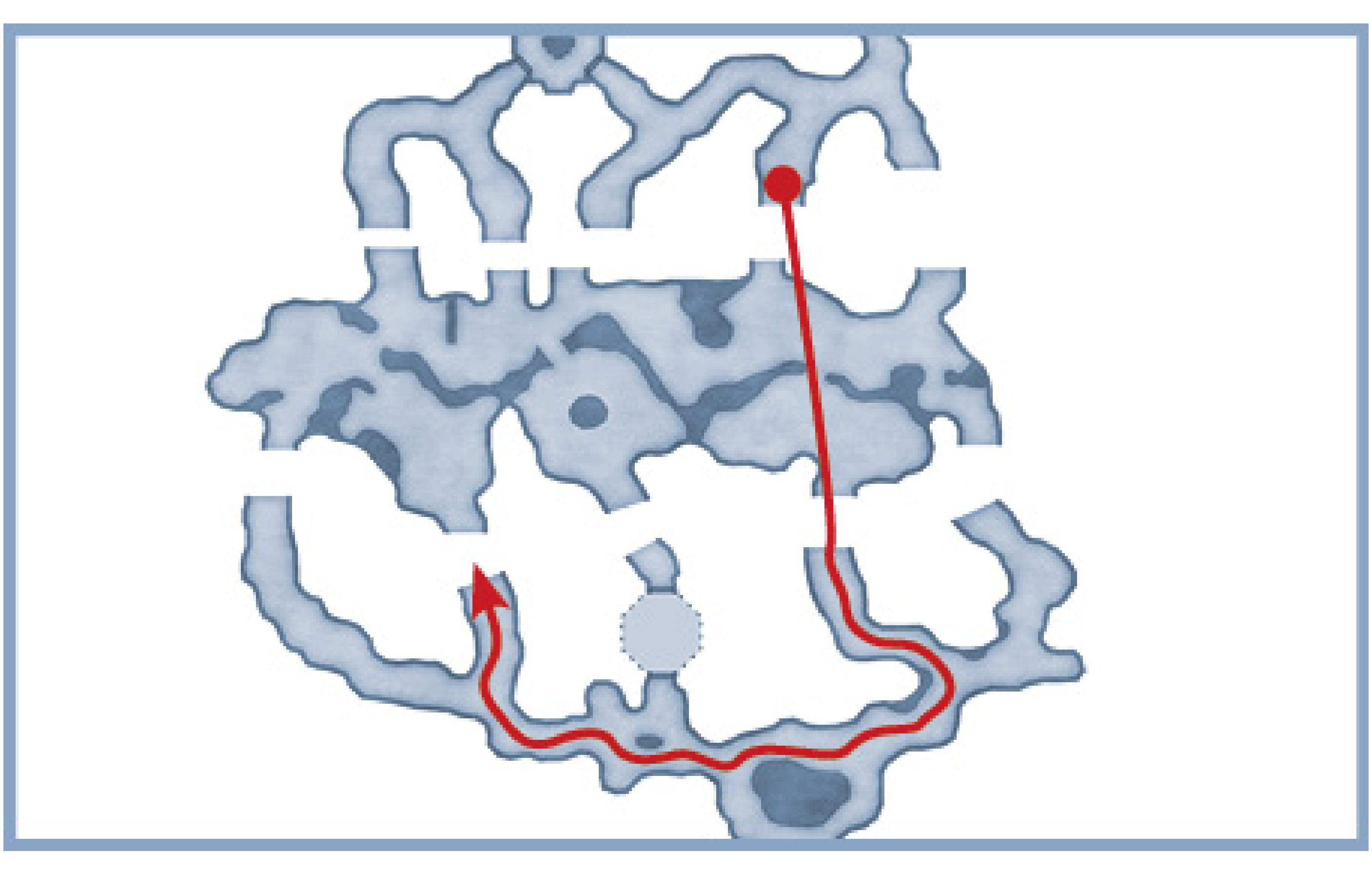
The best way to describe the route is visually with maps, so move from room to room in the order shown here.



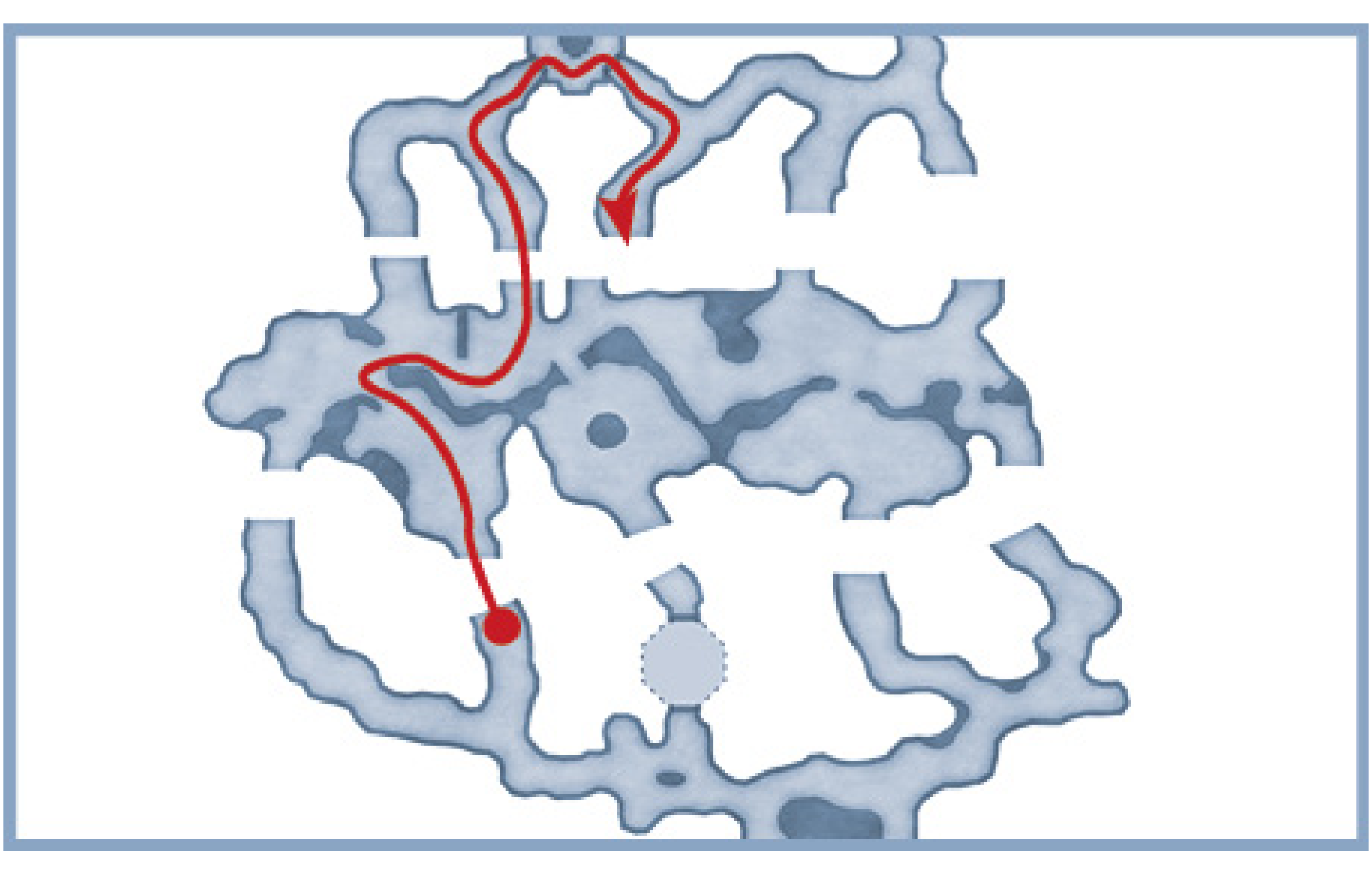
First Move



Second Move



Third Move



Fourth Move

When you return south from the Falls of Time to the Mirror of the Soul the last time, you receive a message that a door has opened in the distance. Go across the bridge directly ahead, open the treasure chests containing the Sakura-saezuri ninja sword and 1000 Needles technick, and venture south into the cave. This path leads to the Pilgrim's Door. The inscription on it provides directions for the moves you just completed. After reading it, enter the room and get the treasure.

Head North to Ahriman

Now head north through the Falls of Time and up the middle of Destiny's March. At the far northern edge of the palace is the Hall of Shadowlight, where a boss battle looms.

Run Around for MP

Remember that you build MP by moving around. If characters are running low on MP and don't want to take chances on their entire Mist Point pools with Charge, simply run in a circle around the northern room until their MP fills up.

Consider a Save

There is no Save Crystal near the Hall of Shadowlight where you fight Ahriman. Since you have accomplished quite a bit in the palace, especially if you solved the waterfall puzzle, you may want to return south to the Acolyte's Burden Save Crystal to save your game. Otherwise, at least remember that this version of FINAL FANTASY XII auto-saves at each "zone" change, during loading screens.

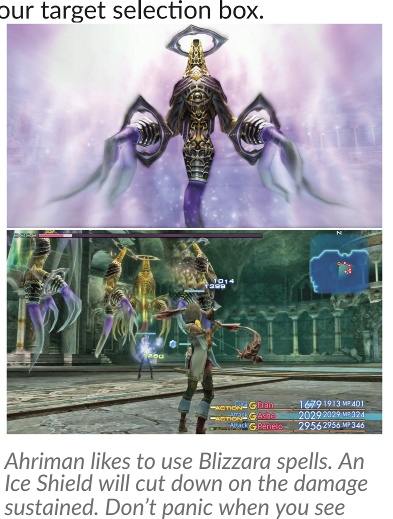
Side Quest: The Western Menace

You can see the Hall of the Wroth God on your Area Map at this point. This is the home of a mighty (and optional) boss called the Hell Wyrm. You can't get there just yet, however. You must first complete some tasks amongst the Cerobi Steppe windmills, including the hunt for Vyraal. After that, you must solve a directional puzzle here in the Sochen Cave Palace (similar to the waterfall puzzle) to unlock the path to the Hall of the Wroth God. For all the details, check out the "Side Quests" chapter and look for the section on the Hell Wyrm.

Ahriman

LVL	HP	EXP	LP	STEAL
38	62149	0	28	Sky Jewel, Death Powder, Maduin Gear

The ghostly Ahriman is another one of those maddening foes who keeps the party tied up with status ailments. This boss will toss Doom, Confuse, Blind, and Sleep at the party in combination on occasion. Ahriman also conjures up replicas of itself. At times, you'll find three or four "Ahrimans" in your target selection box.



Ahriman likes to use Blizzara spells. An Ice Shield will cut down on the damage sustained. Don't panic when you see multiple Ahrimans in your target box; the shadows are weak.

There are a couple of keys to achieve victory over this boss. First, make sure you heal status ailments immediately. Good status-removing gambits automate this process, but keep an eye on your characters' MP levels. If MP drops to zero, your status-healing spells like Vox and Blindna are worthless. Use the Charge technick, or start using the corresponding items in your inventory such as Echo Herbs and Eye Drops. In any case, you need Remedies available with the License upgrades that allow them to cure Doom as well as other status ailments.

Second, keep moving and swinging away, even when Ahriman's "shadows" (the replicas it spawns) have the party confused. The replicas are weak, so they will drop after one or two good hits. You can also utilize Cura or Bio against the shadows, as these spells will destroy all of the shadows within range with one spell.

Keep everybody's HP above 50 percent, if possible. Ice Shields make good equipment, since Ahriman likes to cast Blizzara at your party. When Ahriman's HP bar hits the 20% mark, watch out for a powerful Maser Eye attack that deals heavy damage. If you have Raise or Phoenix Down gambits set in each ally's number 1 gambit slot (and you should), the party can pull through this brutal area attack.

Swivel That Camera

One of Ahriman's tricks is to disappear and then reappear across the room or sometimes right on top of one of your characters. Keep circling the camera view to spot the boss so you can run your party leader into striking range (if he's a melee fighter) or out of striking range (if he's a magick caster and healer).

Quickenings will hurt Ahriman, but probably not enough to unleash them until Ahriman's HP bar drops below half. Try keeping a reserve party with Mist Charges ready if possible, and swap them in for a Quickening chain when Ahriman's HP drops below one-quarter. After the battle, pick up the treasures around the perimeter of the room and exit via the east door into the Temptation Eluded area.

Survive the Palace Exit

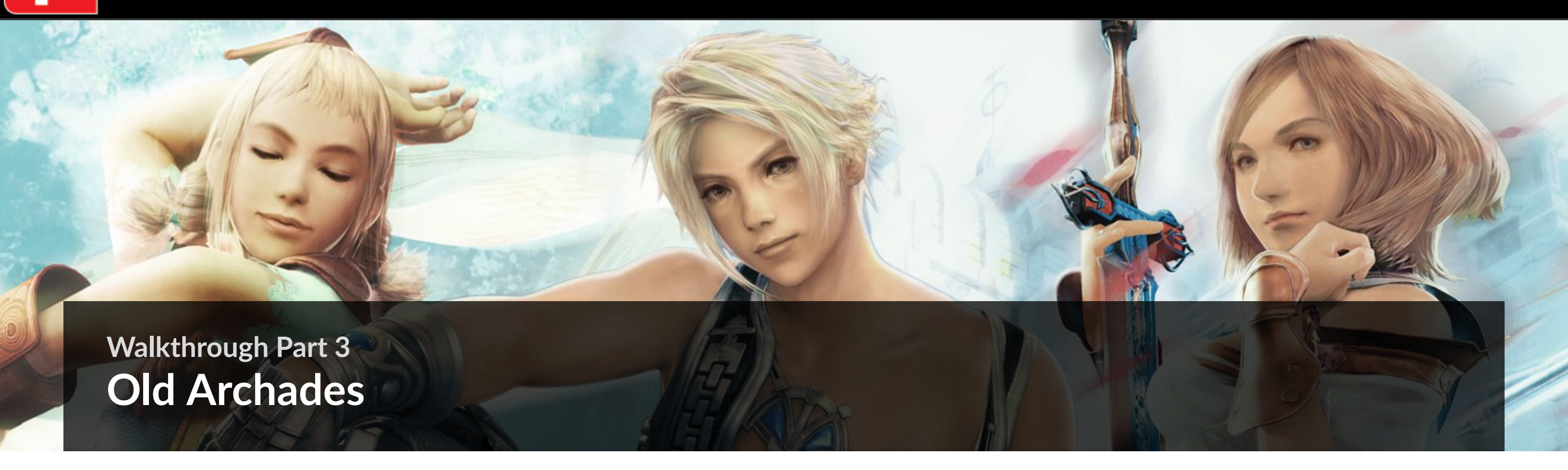
There is still no Save Crystal in sight yet, so stay alert! Watch out for lots of explosive traps at intervals in the passage ahead. (If you took off your Bangle for the boss fight, equip it now to locate the traps or use Libra.) Fight through the Strikers and Imps guarding the long passage that slopes up into a large room, then exit north into the Chamber of the Chosen.

Climb the spiral rock ramp to the elevator platform. Activate the Disused Pedestal to ride the lift platform up to the Skybent Chamber, then use the Save Crystal. Open the stone door and exit into Old Archades, the slum on the outskirts of the imperial city, where the party can finally breathe some fresh air. Well, sort of…

Vaan 3137 3137 MP 100
Balthier 2161 2161 MP 262
Basch 2244 2244 MP 320

Side Quest: Palace Side Quests

You can return later for the "Shelled Obstruction" hunt for Darksteel and "The Things We Do…" hunt for Overlord. See the "Side Quests" chapter for all the details.



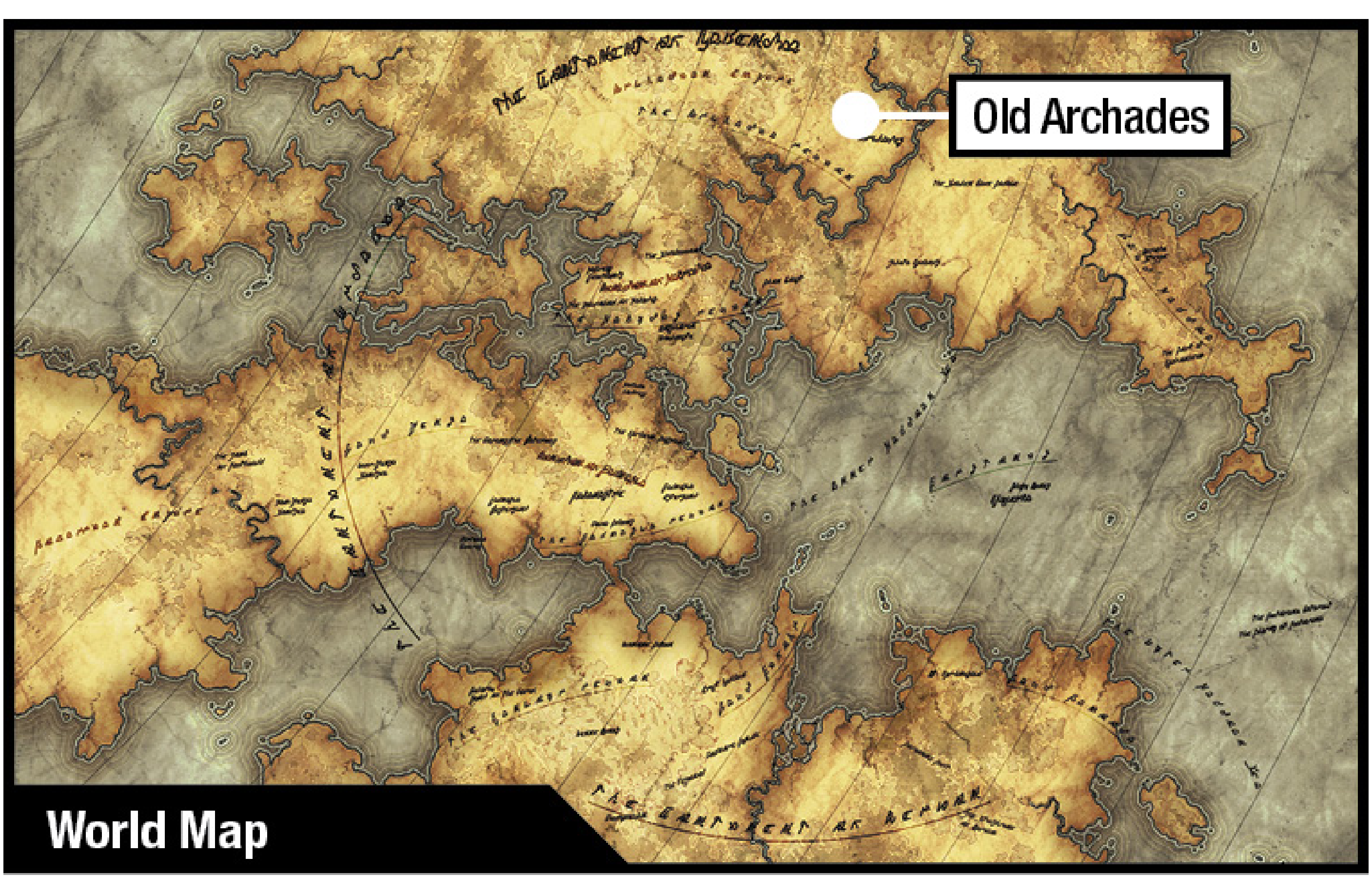
Walkthrough Part 3

Old Archades

OBJECTIVE

Get Past the City Guards

The Imperial City is off-limits to the lowly denizens of Old Archades. Figure out a way to slip past the Imperial soldiers guarding the entrance to the city.

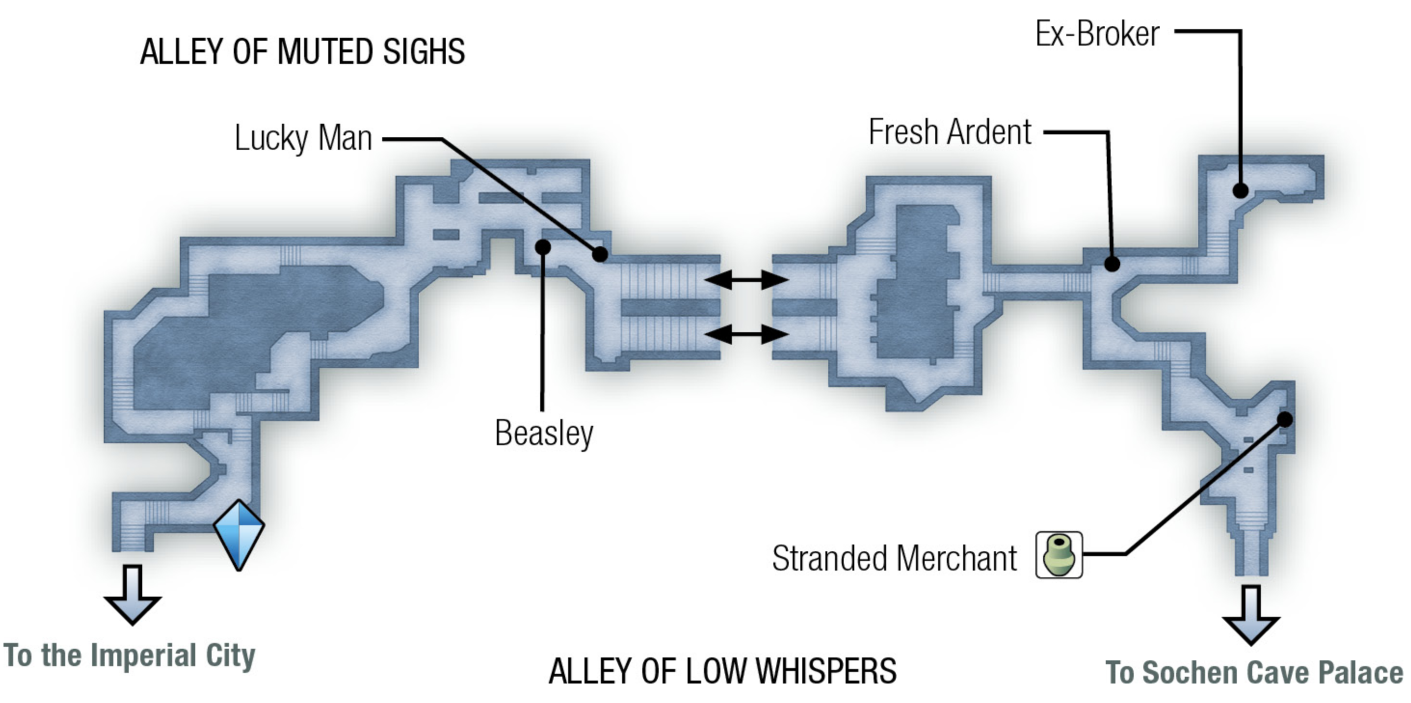


Action Checklist

1. Talk to the Lucky Man near the bridge.

2. Talk to the Imperial guard.

3. Talk to Beasley.



Get Past the City Guards

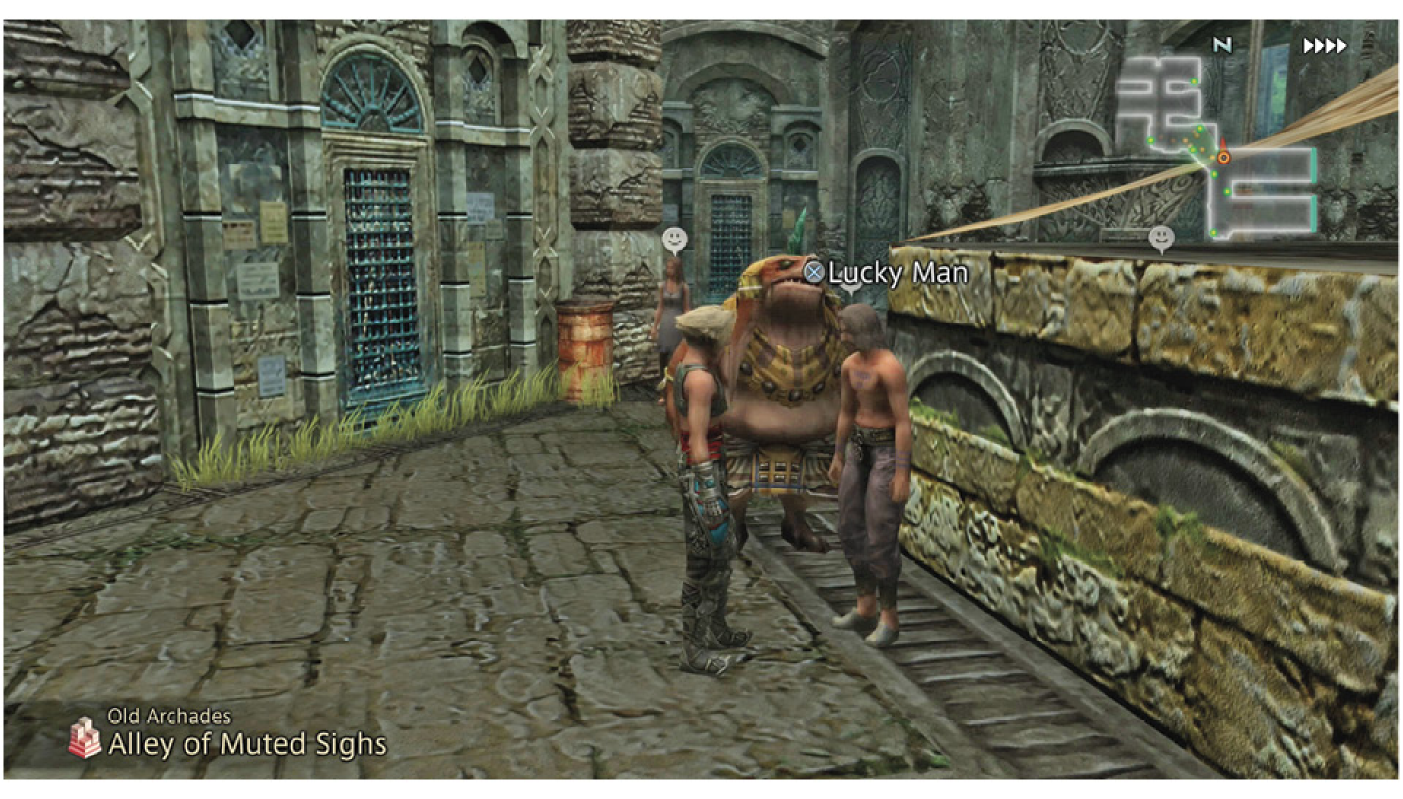
Check out the Stranded Merchant just around the corner. He doesn't have much to sell, but this at least provides an opportunity to sell all the Maggoty Flesh you surely accumulated in Sochen Cave Palace, as well as to restock expendable items.

Now follow the narrow, grimy streets and talk to everybody. Pay attention to the tidbits of information you learn from each NPC; trading info is like gold in the streets. (Several characters tell you as much!)

Yellow Word Clues

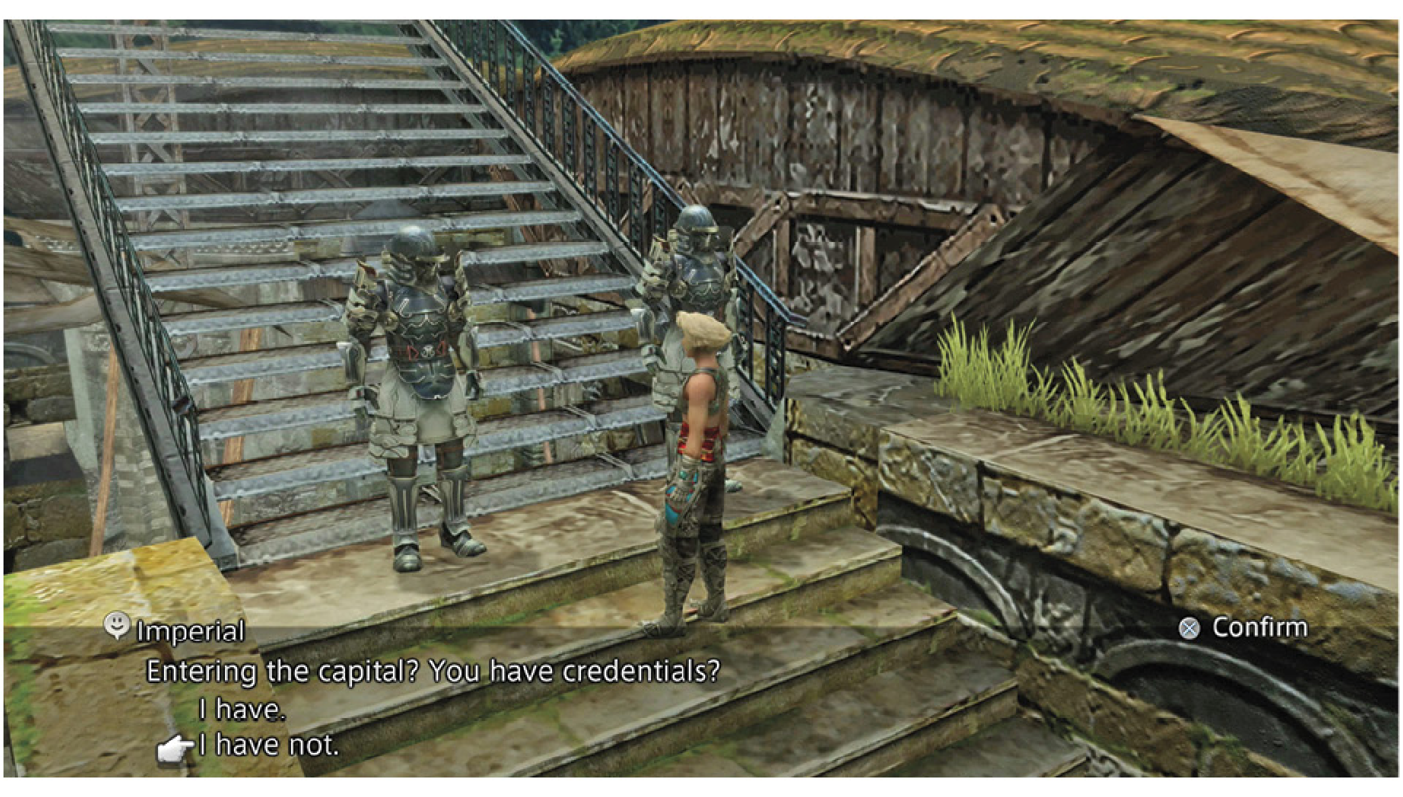
In general, any yellow highlighted word or phrase in a character's text dialogue indicates a significant connection to another character or event somewhere. Often, there's a side quest associated with the highlighted clue.

For example, an Ex-Broker up in the northeast corner of the Alley of Low Whispers is remorseful for all of the former clients he bilked. Not far away, a Fresh Ardent bemoans being bilked by a broker. A connection, perhaps? Also, talk to the "Lucky Man," the one who confides in you how he found a "bag o' money" in a barrel. This information will be very valuable shortly.



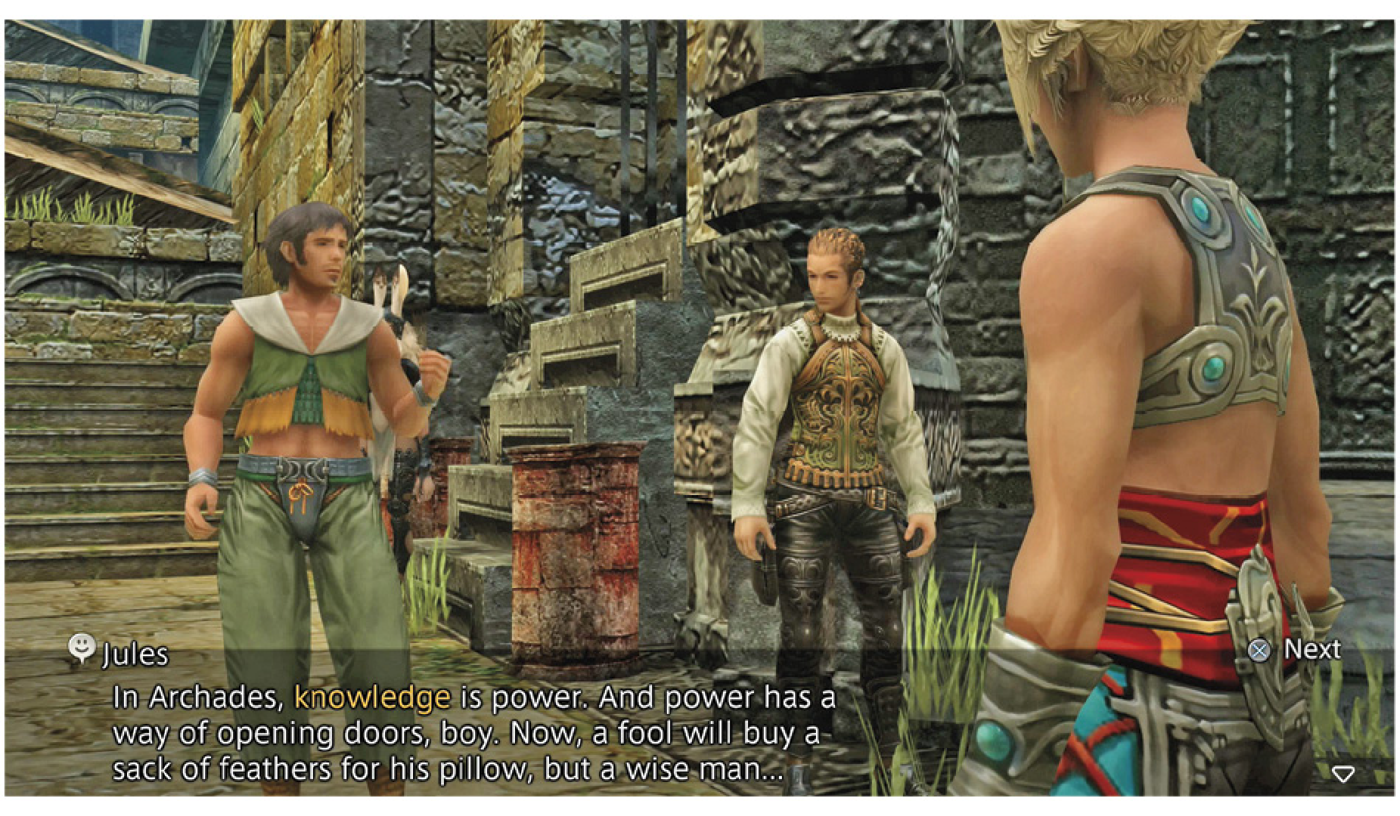
Talk to everyone in the streets to pick up juicy bits of info.

Continue to head west, then cross the bridge to the Alley of Muted Sighs. A fellow named Jules sits on a crate and speaks of the "market" for information, offering to pay for good tips. Move on to find the Save Crystal in the southwest alley, then continue up the stairs to the Imperial guards blocking the path.



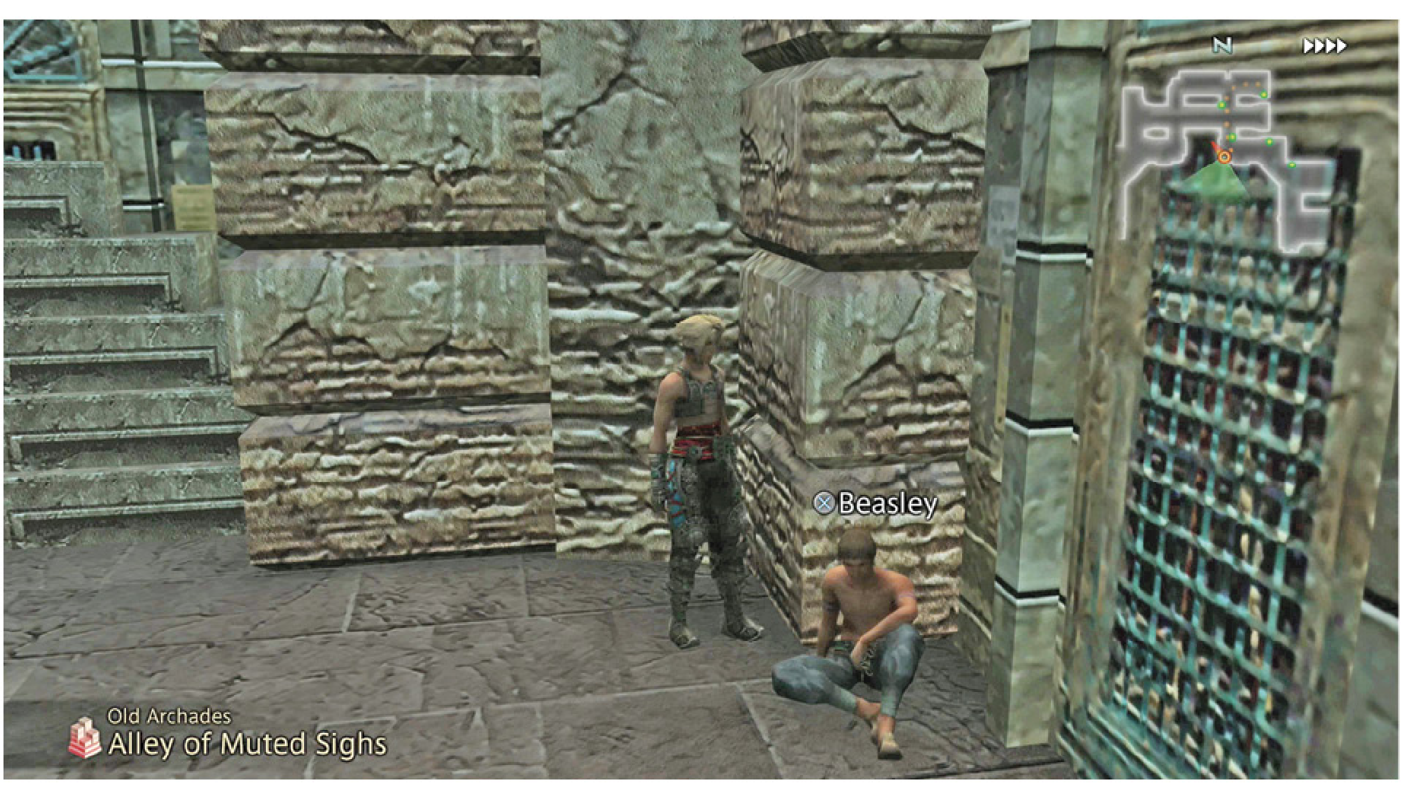
Imperial
Entering the capital? You have credentials?
I have.
I have not.

These guards won't let anyone past without the proper credentials.



Jules
In Archades, knowledge is power. And power has a way of opening doors, boy. Now, a fool will buy a sack of feathers for his pillow, but a wise man...

Talk to the soldier on the left, who asks for credentials. Regardless of your answer, after you make your way back to the south a little ways, an event follows in which Jules appears and talks to your party. It turns out he knows Balthier, who calls Jules a "streetear"—a peddler of information. When Jules asks for 1500 gil, go ahead and pay up. You can't get into the city without his help.

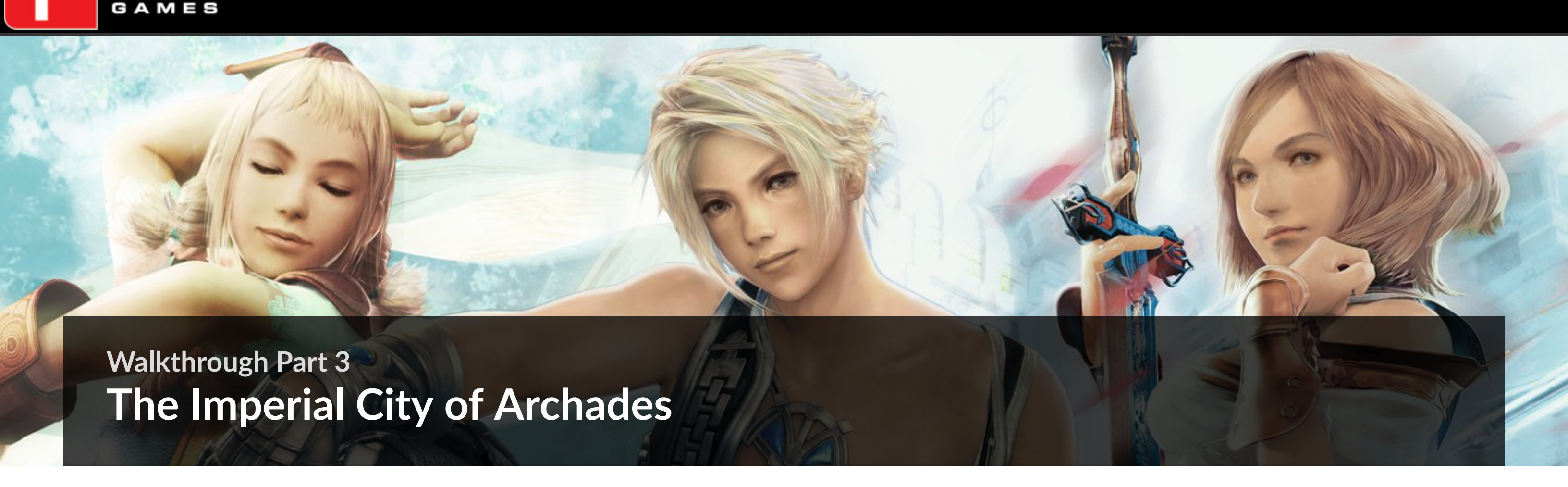


He asks for any street tips you may have picked up. Vaan tells him about info he's learned. If you talked to the Lucky Man to learn about the bag o' money he took from a barrel, Jules sends the party to report this to Beasley, the man who lost the money. Beasley sits on the ground back near the bridge.

Talk to Beasley and return to Jules to trigger another event. Beasley has started a fight with the Lucky Man! This brings the Imperial guards jogging past to stop the fracas. Now that the coast is clear, Vaan runs upstairs.

The party automatically enters the Imperial City of Archades. Watch the brief event in which the party arrives in the busy streets of the capital. At this point, a new objective appears on the Location Map.

After you tell Beasley who took his money, his rage triggers a distraction for the guards.



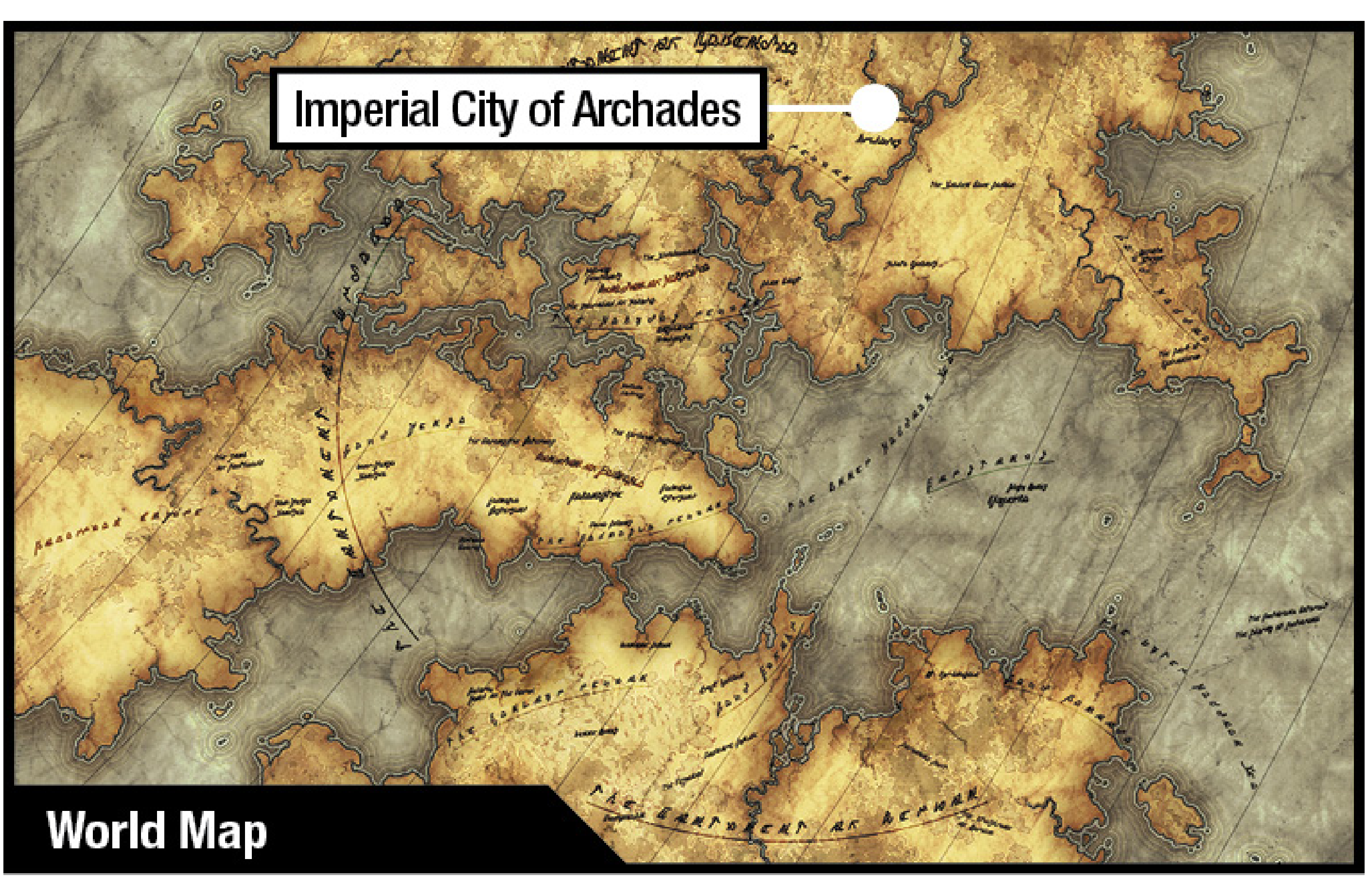
Walkthrough Part 3

The Imperial City of Archades

OBJECTIVE

Find a Way to Sneak Inside the Draklor Laboratory

It's not easy to get inside an Imperial weapons lab. Trade information to earn the "chops" you need to reach Draklor.



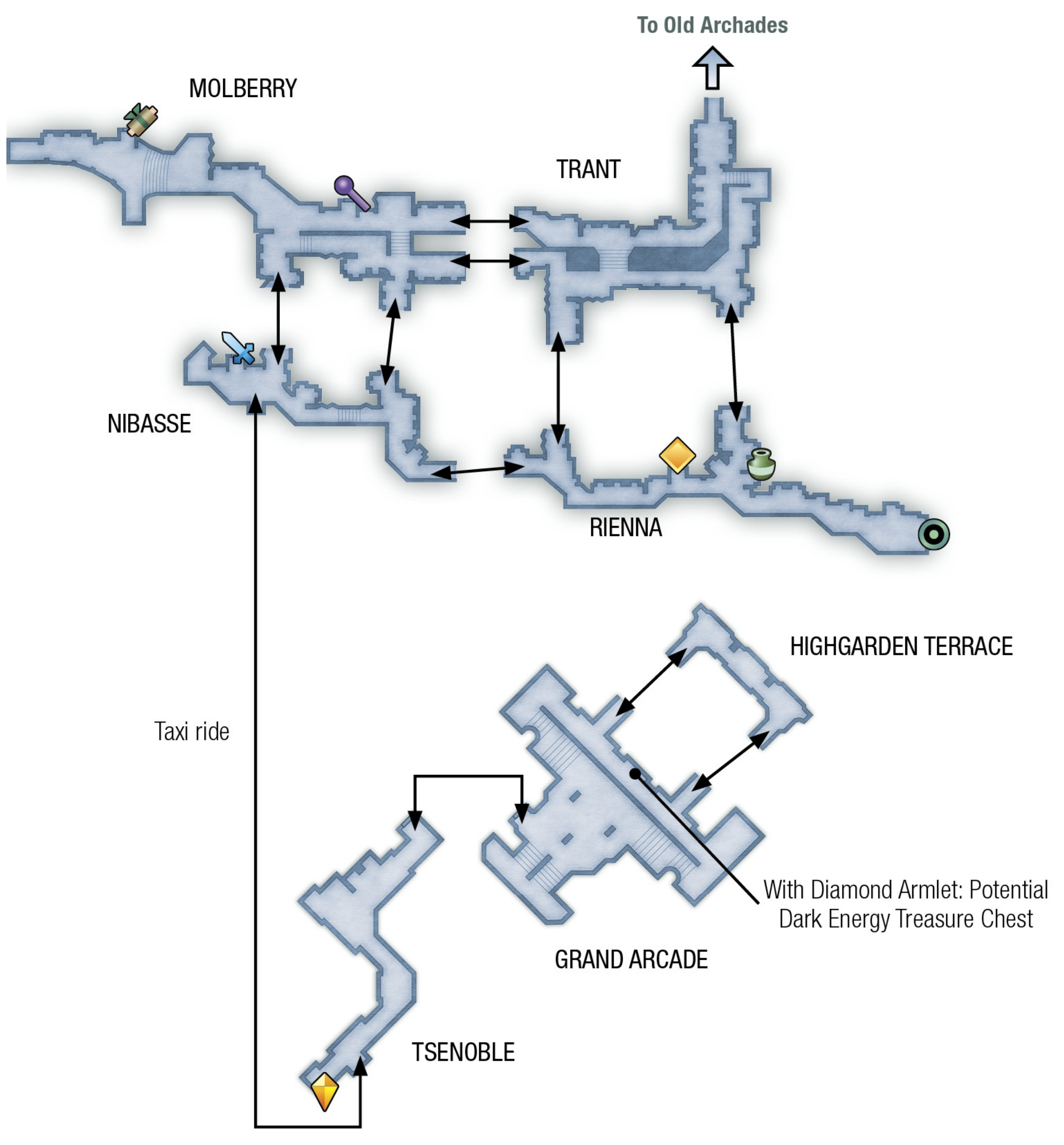
Action Checklist

1. Shop to upgrade your equipment, gambits, magicks, and technicks.

2. Talk to the Cab Guide.

3. Earn three chops by passing information between citizens.

4. Take the taxi to Tsenoble.



Shop for Upgrades

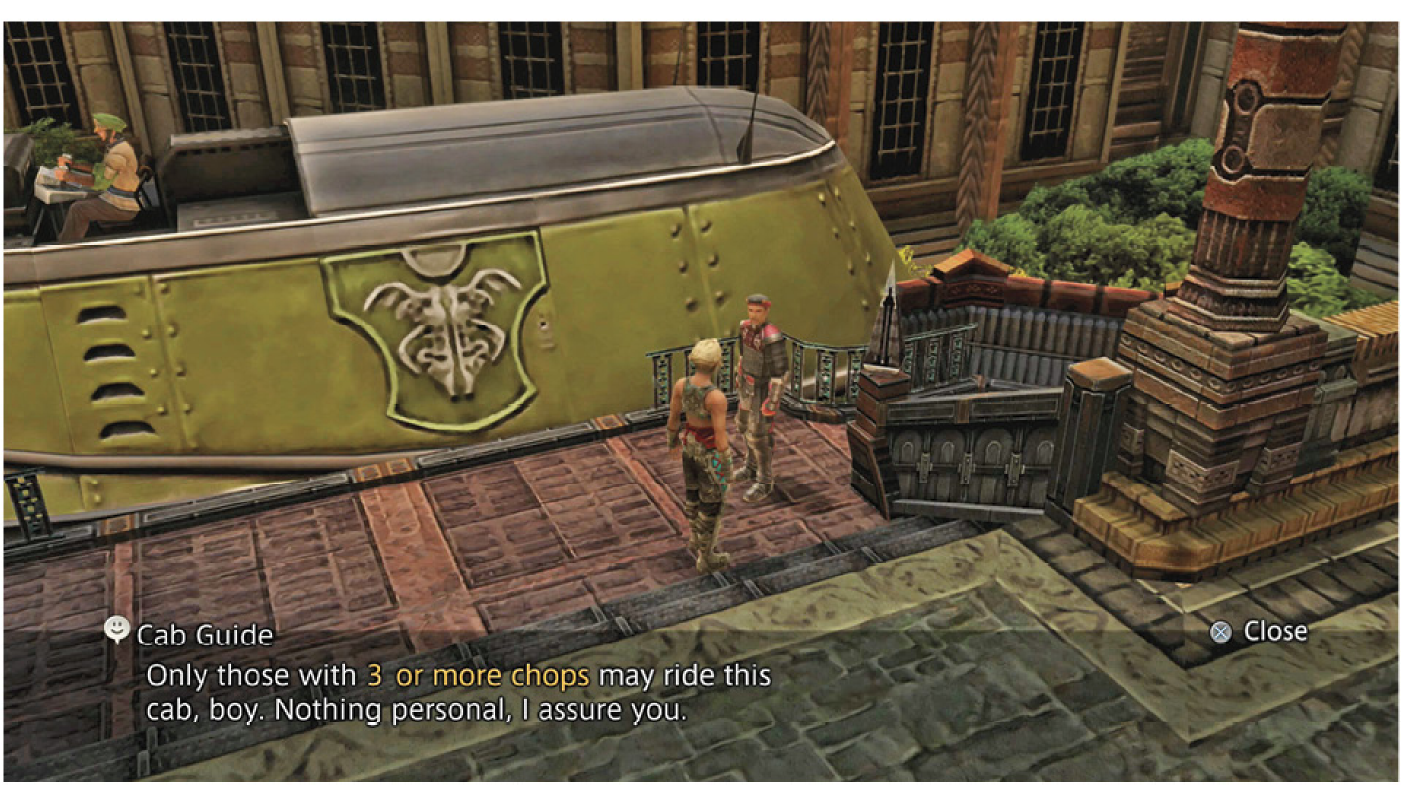
Yes, it's time for more fun consumer frenzy. The most important pick-up here is probably Thundaga for 7000 in the magick shop. Before you start throwing your gil around the posh Imperial city stores, however, know that you should keep 2500 gil for a payment to Jules later. If you don't have the gil for Jules, then you can't move on to Draklor Laboratory. Instead, you're forced to go back down to the Sochen Cave Palace to hunt until you get another 2500 gil worth of loot to sell.

Save 2500 gil for Jules

Shop to your heart's content, but if you don't keep 2500 gil for Jules, you won't get the info you need about chops.

First, proceed due west from Trant into Molberry. (On the way, Balthier takes his leave to attend to some business, promising to meet up again later.) Go all the way to Bulward's Technicks in the northwest end of the district. Find the Cartographers' Guild moogle upstairs on the second floor and buy a map of Archades. (You can also buy a map of the Tchita Uplands, if you have the extra gil.)

Now it's time to check out the other establishments in the city. Save the combined Weapons/Armor shop (called Vint's Armaments) in Nilbasse for last, then walk over to the taxi stand directly across the street and talk to the Cab Guide.



Cab Guide

Only those with 3 or more chops may ride this cab, boy. Nothing personal, I assure you.

The Cab Guide says a taxi ride is a million gil! It's either that, or three chops. For just 2500 gil (a bargain), Jules explains how to get chops in Archades.

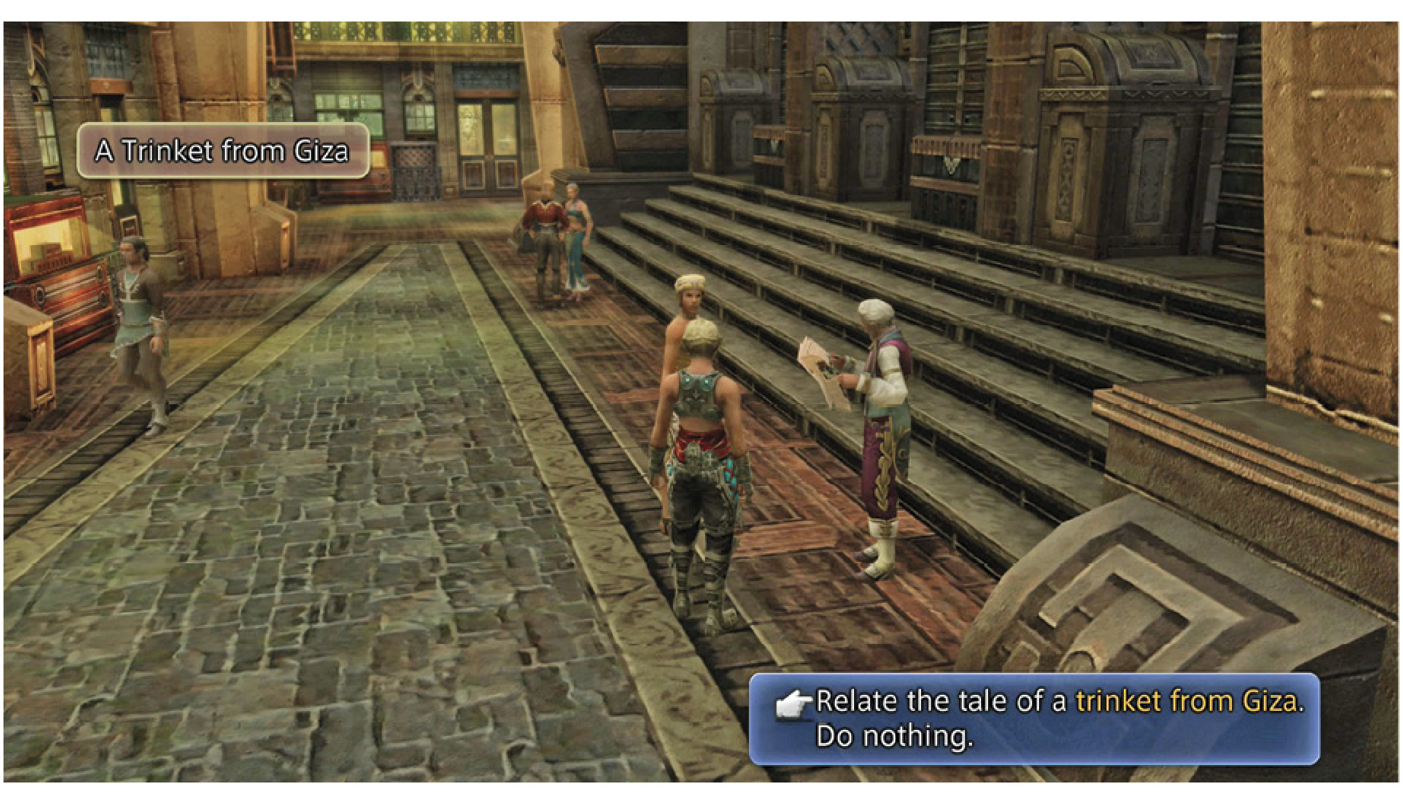
The Cab Guide states that you'll need at least three "chops" to ride this cab—either that, or a million gil. Fortunately, Jules intervenes again and says that Balthier is waiting for everyone in Central. Jules then demands 2500 gil for the info you need regarding chops.

Select "Pay up." Jules explains that a chop is a mark of status, and it can be used as a writ of transit. You'll need 3 chops to get to Central. The way to earn them, he says, is to talk to people and pass on information.

Play the Archadian Match Game!

Now start talking to people. Each of the four districts in Archades offers opportunities to earn chops. The tactic is to talk to a citizen with a phrase highlighted in yellow in their dialogue text. You can choose to "Commit this tale to memory" or "Do nothing." If you commit it to memory, the highlighted phrase of dialogue appears in the upper-left corner of the screen.

After "memorizing" a phrase, your task is to find the citizen (who is always in the same district) with a matching story. If you find the correct match, you earn one chop. If you talk to someone with an unrelated phrase also highlighted in yellow, you can choose to memorize that phrase instead and start looking for the corresponding person. You can only have one phrase "memorized" at a time.



Relate the tale of a trinket from Giza.
Do nothing.

The memorized phrase is listed at the upper-left corner of the screen. If you find the matching person, you can elect to relate the tale and earn a chop.

Each of the four Archadian districts has several pairs of people you can match up to earn one chop. The breakdown is as follows:

- Molberry: 9 chops
- Rienna: 7 chops
- Nilbasse: 6 chops
- Trant: 6 chops

Remember that you only need three chops to buy the ride to the Central area, called Tsenoble. So if you just match up all the pairs available in Molberry alone, you'll have more than enough for the taxi.

The Molberry Matches

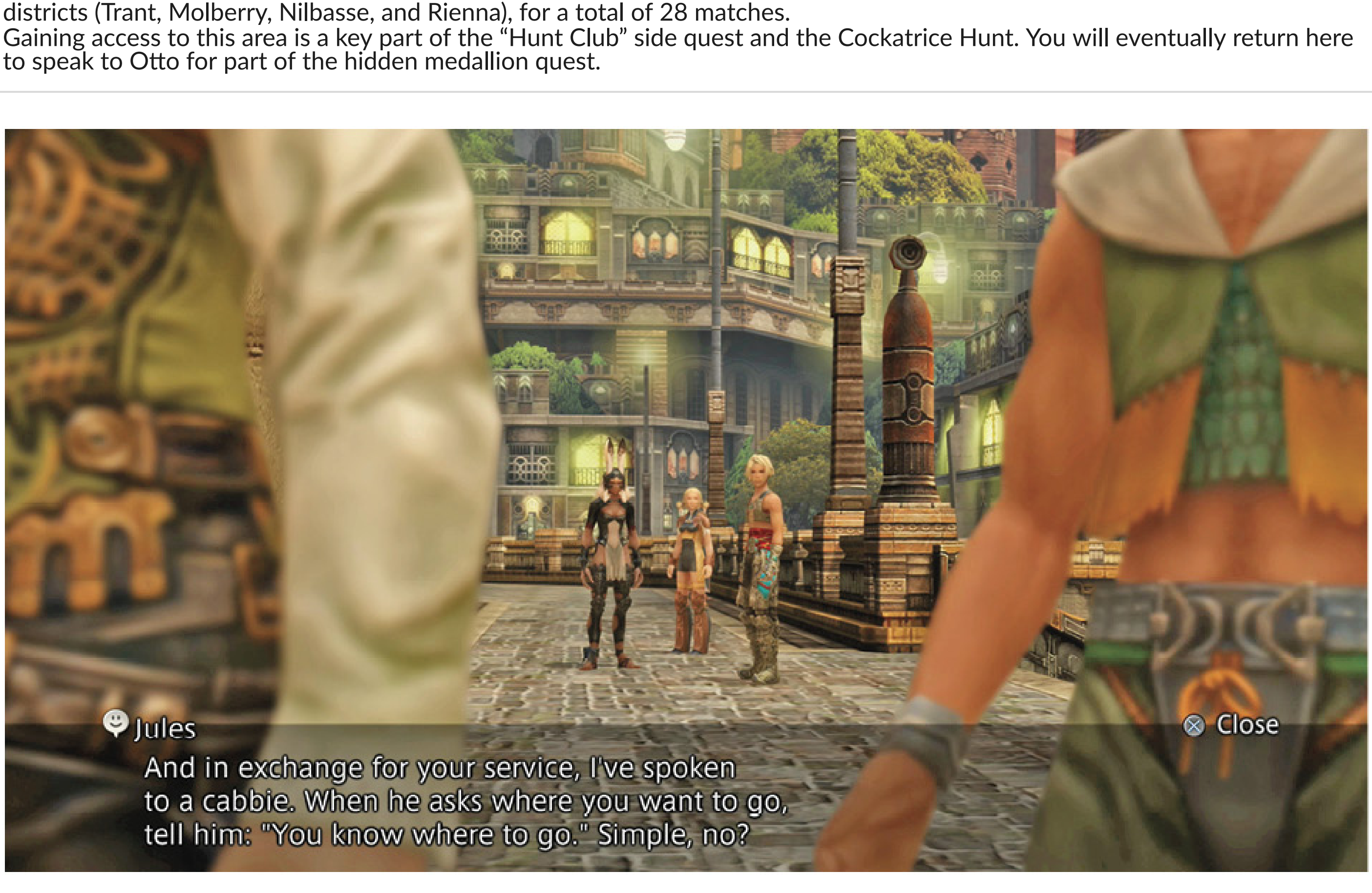
This section lists the nine Molberry dialogue matches, listing the topic and the two citizens who match. Important! The first citizen listed is the one you must talk to first, because he or she is the person who provides the topic to "memorize."

1. "The Anniversary" (Poor Husband and Poor Wife)
2. "The Traveler" (Avid Traveler and Traveling Gentleman)
3. "The Mummer" (Reminiscing Lady and Family-Minded Girl)
4. "To Be a Judge" (Would-Be Judge and Judge's Wife)
5. "A Knack for Magick" (Talented Woman and Akademician)
6. "A Trinket from Giza" (Daughter-in-Law and Man from Giza)
7. "The Eight & Twenty Chops" (Ardent Woman and Ardent Man)
8. "The Master of Disguises" (Look-Alike and Look-Alike...yes, they're both the same)
9. "The Tutor" (Proud Mother and Tutor)

Again, there are other matches in other districts, a grand total of 28 in all. Each successful match earns you a Pinewood Chop. The game will indicate when you have the requisite three. When this occurs, go to the Cab Guide back in Nilbasse, select "Take me to Tsenoble," and head north upon arrival to trigger an event.

Side Quest: Have You Got the Chops?

If you collect enough Pinewood Chops to trade for a Sandalwood Chop, you can access the elite portions of the city: Grand Arcade and Highgarden Terrace. To get enough chops for the trade, you need to match up all of the pairs of citizens in all four districts (Trant, Molberry, Nilbasse, and Rienna), for a total of 28 matches.
Gaining access to this area is a key part of the "Hunt Club" side quest and the Cockatrice Hunt. You will eventually return here to speak to Otto for part of the hidden medallion quest.



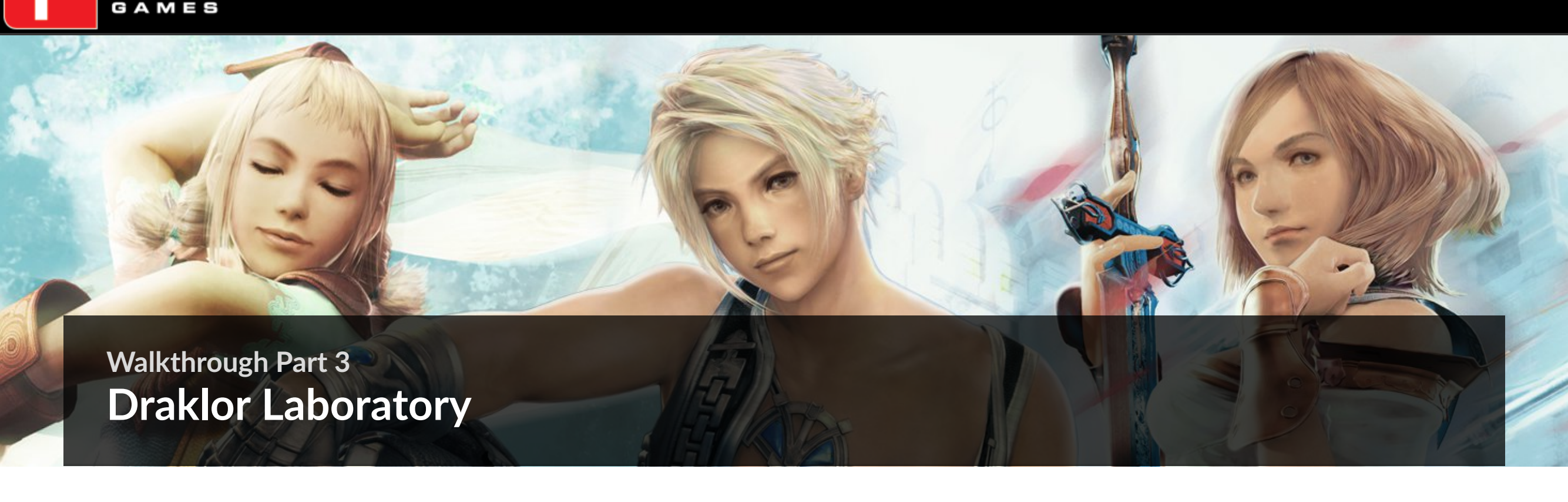
Jules

And in exchange for your service, I've spoken to a cabbie. When he asks where you want to go, tell him: "You know where to go." Simple, no?

Go back south to trigger another event. Jules says that a squad of Judges is at Draklor, but his connections are cold as to the actual research being conducted. He's arranged a cab ride, though.

Balthier meets the party in Tsenoble. Save your game at the nearby Save Crystal, then go northeast to the other end of Tsenoble to trigger an event. The Imperials are thinning out, but they are still present.

When the scene ends, the party appears at the taxi platform. Talk to the Cab Guide and select "You know where to go." Confirm your selection by choosing "Let's go," and you're off to Draklor.



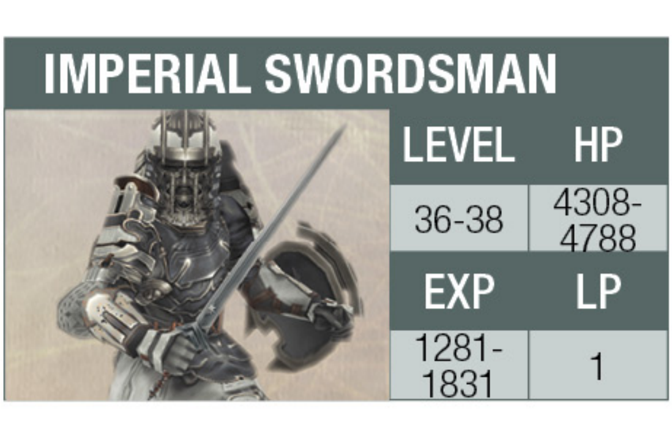
Walkthrough Part 3

Draklor Laboratory

OBJECTIVE

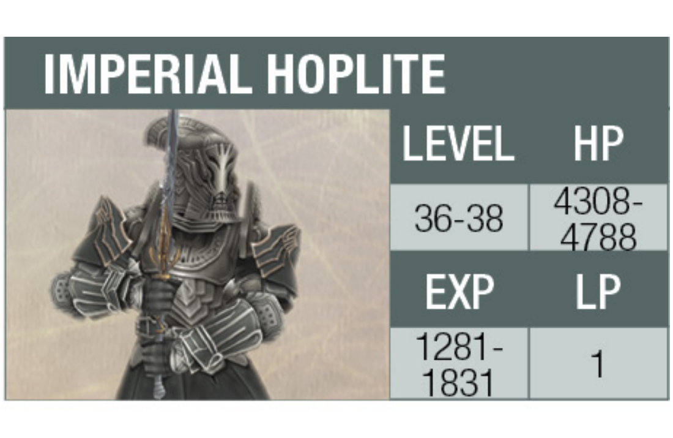
Find Dr. Cid's Lab

The urgency is growing. Your goal is to find and confront Dr. Cid before he carries his nethicite experiments too far. The word is, he's somewhere on Draklor's top floor.



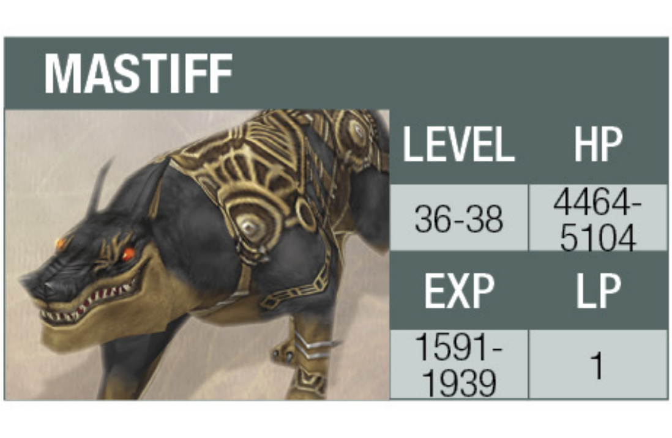
IMPERIAL SWORDSMAN

LEVEL	HP
36-38	4308-4788
EXP	**LP**
1281-1831	1



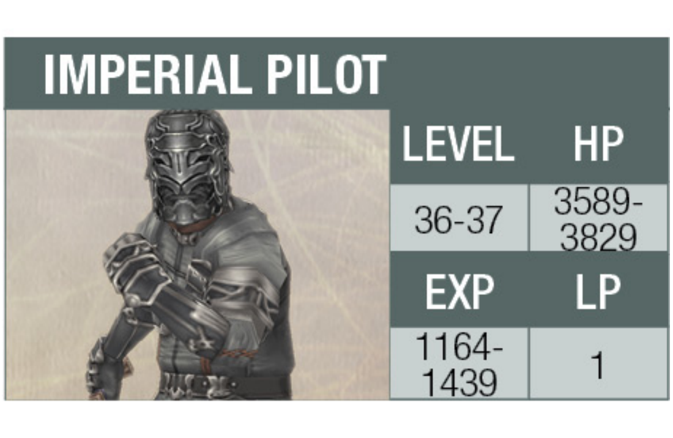
IMPERIAL HOPLITE

LEVEL	HP
36-38	4308-4788
EXP	**LP**
1281-1831	1



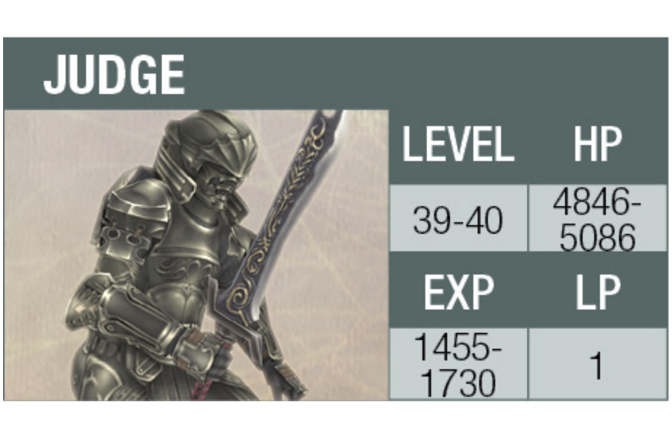
MASTIFF

LEVEL	HP
36-38	4464-5104
EXP	**LP**
1591-1939	1



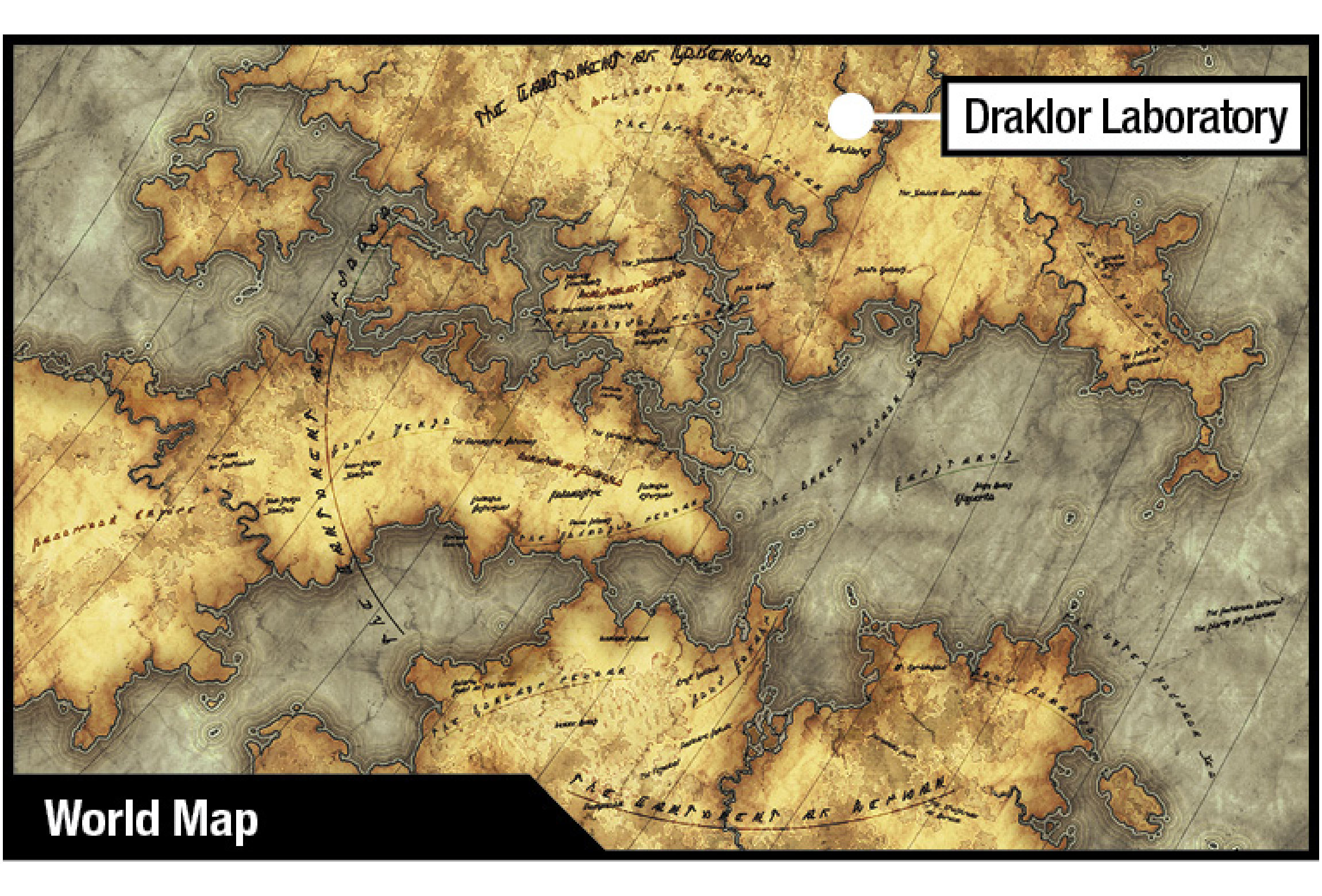
IMPERIAL PILOT

LEVEL	HP
36-37	3589-3829
EXP	**LP**
1164-1439	1



JUDGE

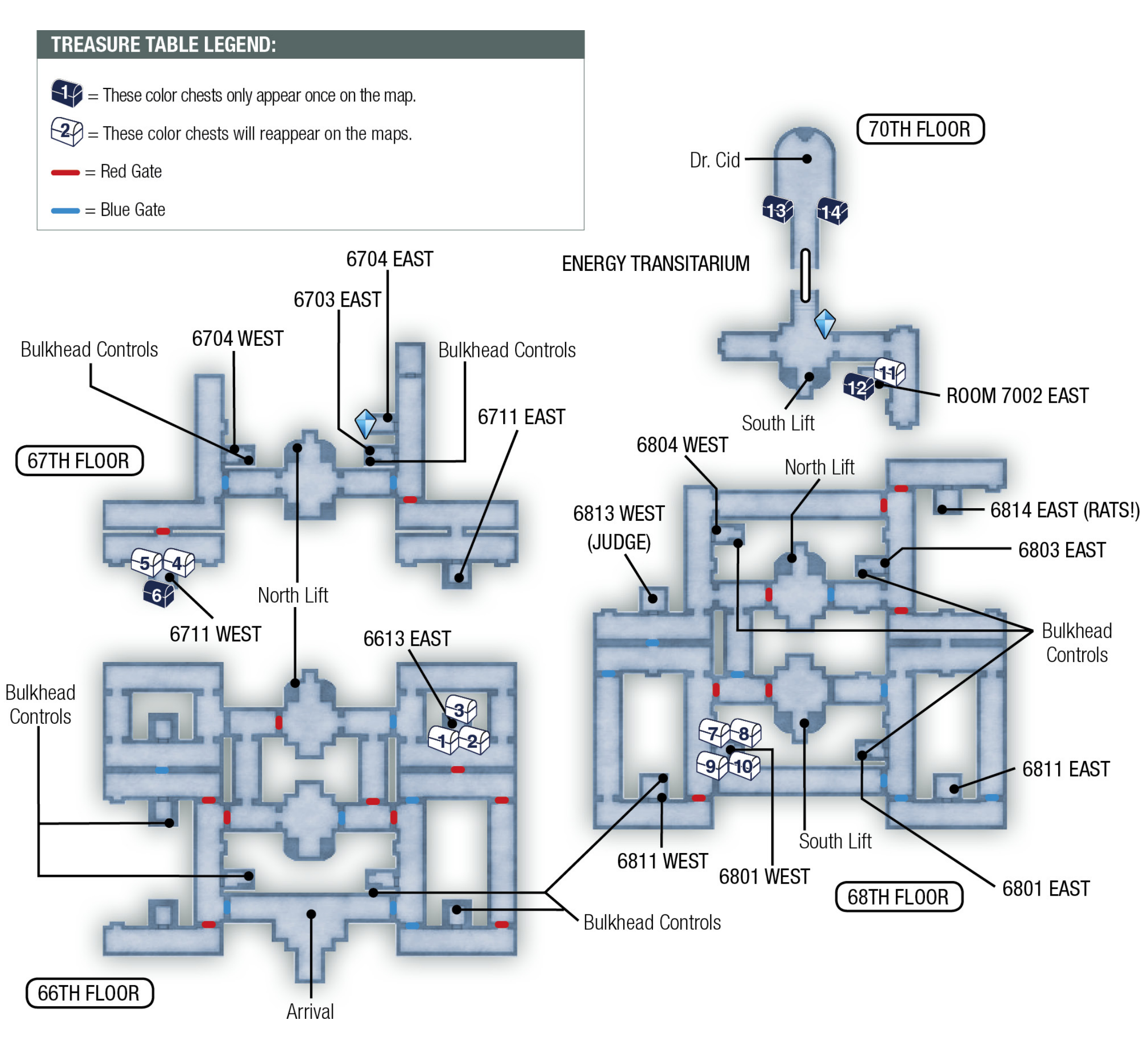
LEVEL	HP
39-40	4846-5086
EXP	**LP**
1455-1730	1


Draklor Laboratory
World Map

Action Checklist

1. Use the elevators and bulkhead controls to access the 70th floor.

2. Defeat Dr. Cid.

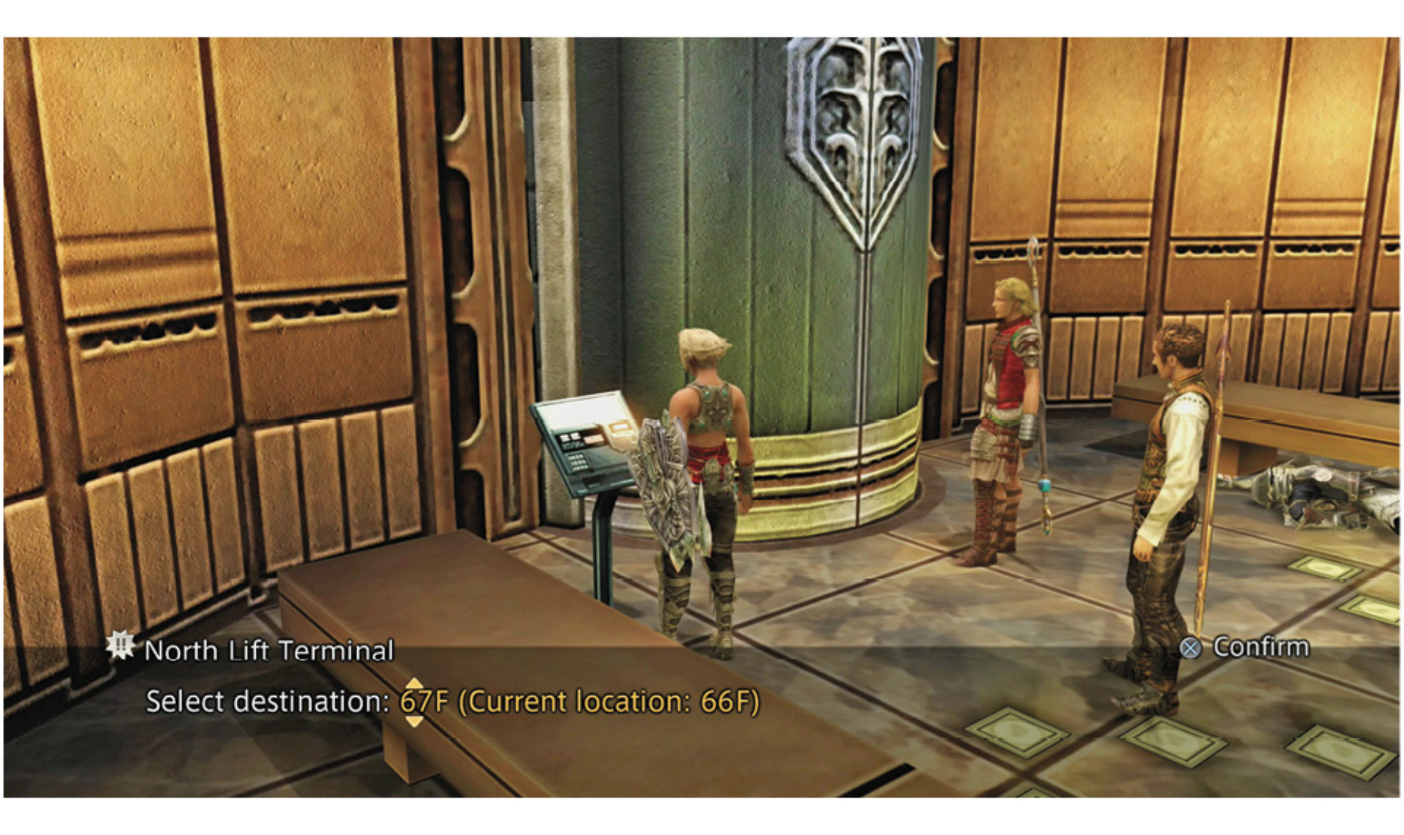

TREASURE TABLE LEGEND:
1 = These color chests only appear once on the map.
2 = These color chests will reappear on the maps.
= Red Gate
= Blue Gate
70TH FLOOR
Dr. Cid
13
14
ENERGY TRANSITARIUM
11
12
ROOM 7002 EAST
South Lift
6704 EAST
6703 EAST
6704 WEST
Bulkhead Controls
Bulkhead Controls
6711 EAST
67TH FLOOR
5
4
6
North Lift
6711 WEST
6804 WEST
North Lift
6813 WEST (JUDGE)
6814 EAST (RATS!)
6803 EAST
Bulkhead Controls
6613 EAST
3
1
2
Bulkhead Controls
7
8
9
10
6811 EAST
South Lift
6811 WEST
6801 WEST
68TH FLOOR
6801 EAST
Bulkhead Controls
66TH FLOOR
Arrival

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	60%	0%	—	Balance Mote	Bio Mote	Knot of Rust	Meteorite (A)
2	60%	0%	—	Gravity Mote	Aero Mote	Knot of Rust	Meteorite (A)
3	60%	0%	—	Aqua Mote	Aeroga Mote	Knot of Rust	Meteorite (B)
4	60%	0%	—	Balance Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
5	60%	0%	—	Cura Mote	Bio Mote	Knot of Rust	Meteorite (B)
6	100%	0%	—	Claymore	Claymore	Claymore	Claymore
7	55%	0%	—	Balance Mote	Bio Mote	Knot of Rust	Meteorite (A)
8	55%	0%	—	Aqua Mote	Dispel Mote	Knot of Rust	Meteorite (B)
9	55%	0%	—	Cura Mote	Aqua Mote	Knot of Rust	Meteorite (A)
10	55%	0%	—	Balance Mote	Warp Mote	Knot of Rust	Meteorite (A)
11	50%	0%	—	Reverse Mote	Aeroga Mote	Knot of Rust	Meteorite (A)
12	100%	0%	—	Gil Toss	Gil Toss	Gil Toss	Gil Toss
13	100%	0%	—	Holy Mote	Holy Mote	Holy Mote	Holy Mote
14	100%	0%	—	Hastega Mote	Hastega Mote	Hastega Mote	Hastega Mote

Get to the Top Floor

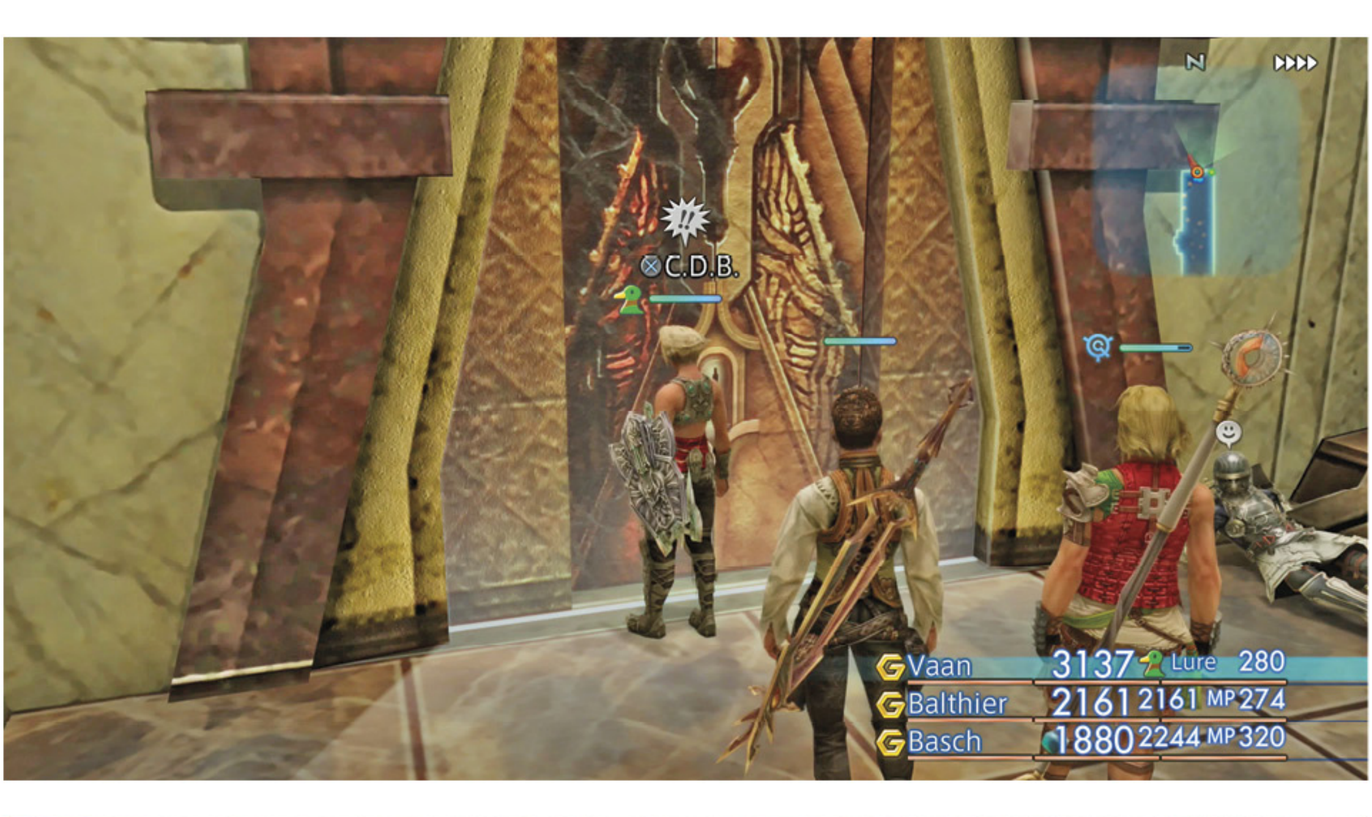
Floor 66

When the party arrives on the 66th Floor, head west and work your way north through the corridors (past some dead and wounded Imperial soldiers) to the northernmost lift. Use the control panel, called the "North Lift Terminal," and select 67F as your destination.


North Lift Terminal
Select destination: 67F (Current location: 66F)
Confirm

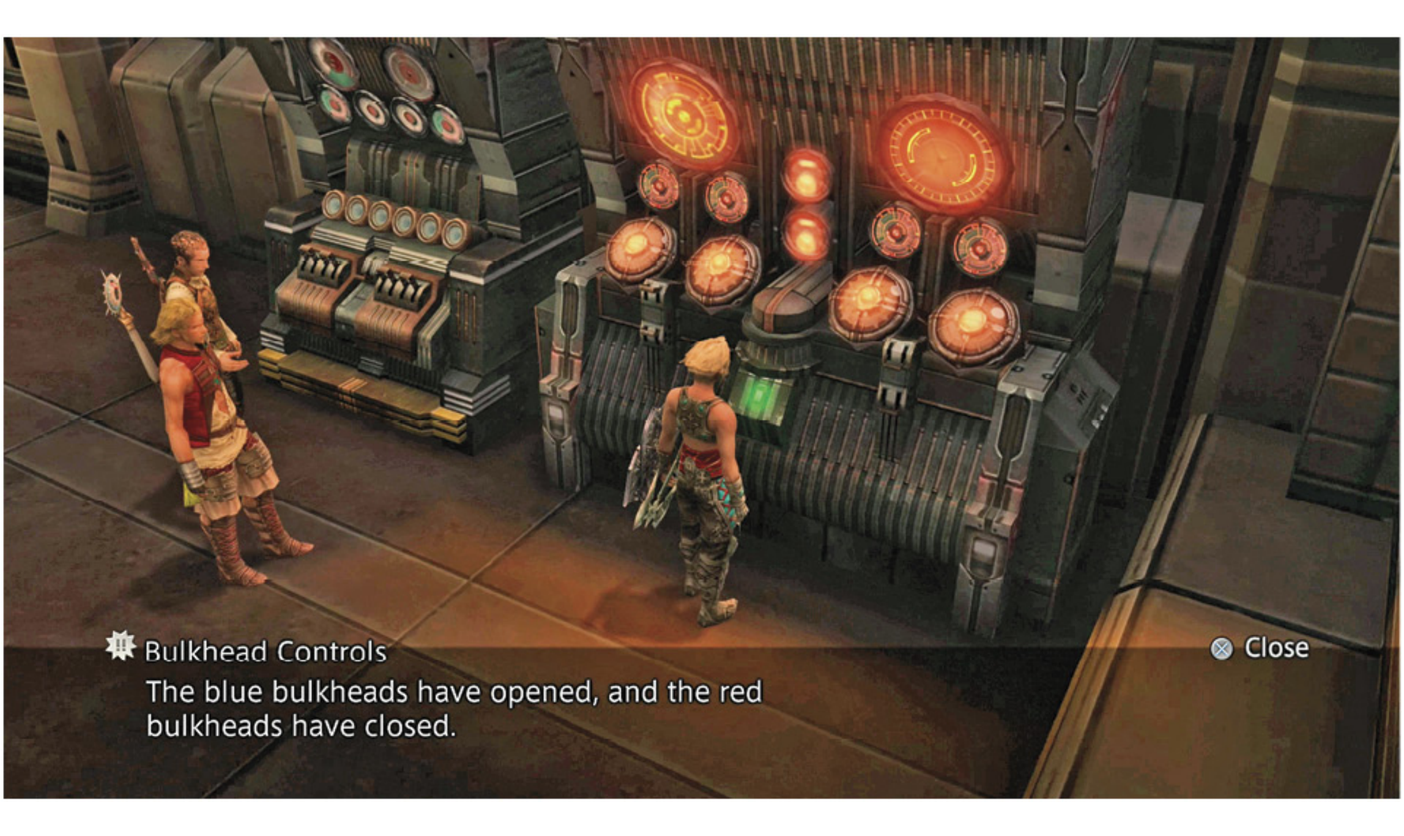
Floor 67

Head east and then north to the door labeled "C.D.B." (for "Cidolfus Demen Bunansa," Dr. Cid's full name). Enter to trigger a short event showing Balthier examining notes in Dr. Cid's ransacked office. You automatically receive a Lab Access Card and a Draklor map. When the scene ends, the party appears back in the hallway. Note that the game's Mini-Map is going haywire, but the Area Map is in good shape.


C.D.B.
Vaan 3137 Lure 280
Balthier 2161 2161 MP 274
Basch 1880 2244 MP 320

Go through the first door on the right, marked "Rm 6704 East," to find a Save Crystal. Use it and talk to the Senior Researcher. He explains that the complex features red and blue bulkheads. When red doors are open, blue doors are closed and vice versa.

Exit 6704 East and go next door to 6703 East. Use the Bulkhead Controls in the corner of this room to open the blue bulkheads. (The panel changes from blue to red.) Exit the room and follow the corridor back to the lift, but watch out for an attack by Imperial troops! Fight through the Swordsmen and Hoplite and get to the lift. Note that Imperials will keep arriving via the lift until you actually board it. Take the elevator up to floor 68.


Bulkhead Controls
The blue bulkheads have opened, and the red bulkheads have closed.
Close

Camping at the Elevator

The elevator lobby can be a good place to camp and fight lots of soldiers who arrive via the lift, thus building up a nice Battle Chain. You can always run down to Room 6704 and heal at the Save Crystal whenever your party gets ragged, but remember that touching the crystal will break the chain. All Imperial soldier types add to the chain: Swordsman, Hoplite, and Pilot. Be aware that a Mastiff will break the chain, however.

Floor 68

The party arrives in the north lift lobby. Your goal on floor 68 is to reach the south lift on this floor and this goal requires the use of a few bulkhead switches. First, go east and enter 6803 East and switch the bulkhead controls from red to blue, thus opening the red bulkheads. Exit the room, go north, and take the next two lefts around to Room 6804 West. Enter the room and switch the bulkhead controls back to red, thus opening the blue bulkheads.

Now exit and go all the way to the room in the southwest corner of Floor 68, Room 6811 West. Switch the bulkhead controls there from red to blue, opening the red bulkheads again. Now exit the room, go left, and take the first left, heading north up the corridor. Take the first right to find the elevator lobby. Take the lift up to Floor 70.

COMBAT LOG
Imperial Swordsman K readies Lunge.
BLOCK
329
Attack Vaan 667 Lure 280
Cura Balthier 1746 2161 MP 199
Bio Basch 2244 2244 MP 308

The Imperial presence grows thicker as you move higher up the lab building.

Find Dr. Cid

Finally, a Save Crystal! Before you proceed into Dr. Cid's den, head east and around the corner to Room 7002 East, where a nice item rests inside a treasure coffer. Now return and head north up the stairs toward the Energy Transitarium to trigger the second appearance of Reddas.

Who is this guy? Once he knows you're not one of Cid's lackeys, he backs off and rushes toward the Energy Transitarium.

Dr. Cid

DR. CID				HELM ROOK			
LVL	HP	EXP	LP	LVL	HP	EXP	LP
7	3571	0	3	7	3571	0	3
STEAL				STEAL			
Potion, Phoenix Down, Grimoire Togail				Potion, Phoenix Down, Grimoire Togail			

Dr. Cid has four floating mechanical Rooks protecting him. These are perhaps the toughest boss minions you've faced so far. It's very difficult to inflict damage to Cid when the Rooks are active, so ignore the doctor and focus your full fury on his minions. You can also target one central Rook (not Dr. Cid!) with a Quickening chain and hope that the follow-up area attack seriously weakens the other three. In any case, you must take out the Rooks before you can have a chance against Dr. Cid. The Rooks will cast Protect, Regen and Reflect on Cid, so don't use any Black magick.

BOSS
706
Squleater Vaan 2678 3182 MP 264
Attack Balthier 2212 2212 MP 57
Cura Ashe 2029 2029 MP 51

Dr. Cid's rooks should get your full focus until they are eliminated.

Make Haste

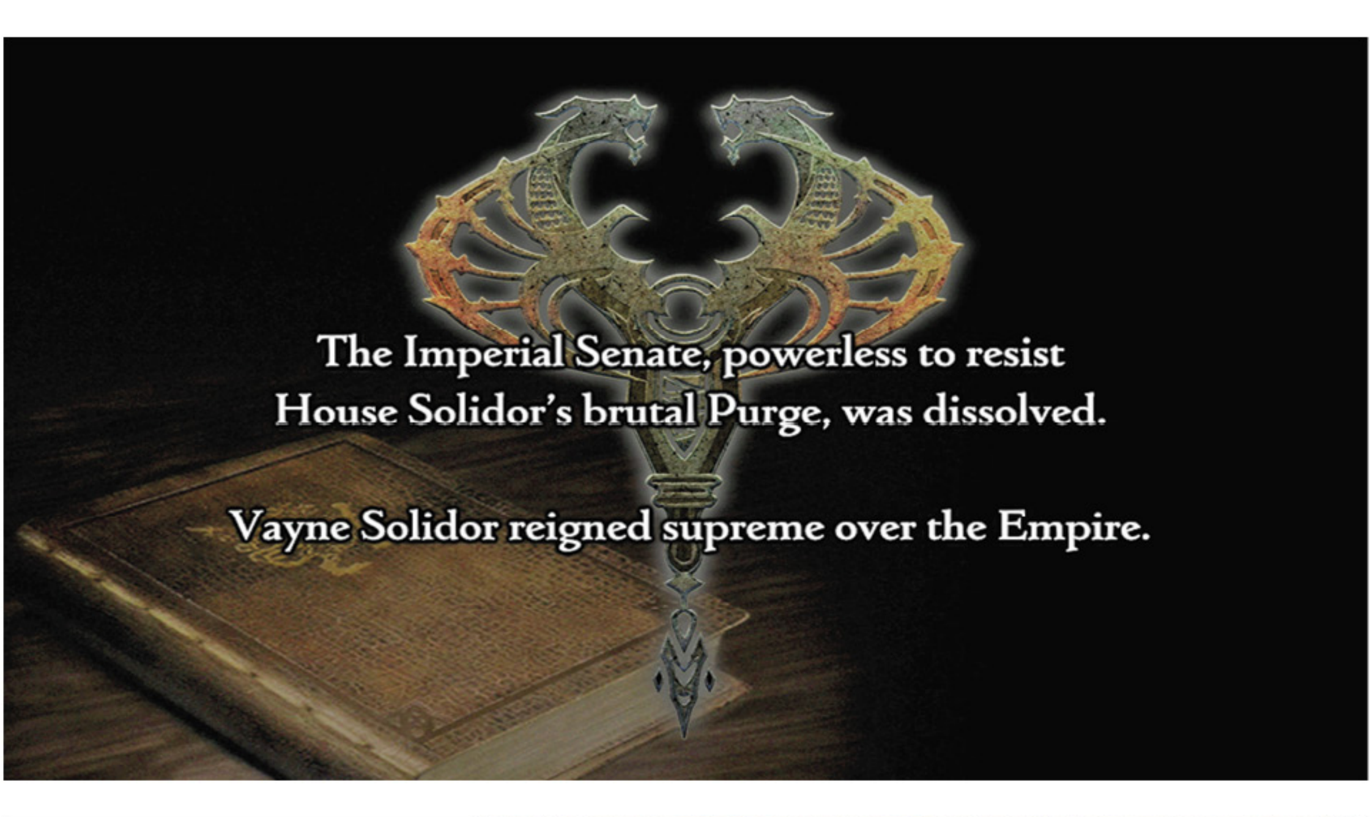
If you have the Haste spell in your arsenal, by all means use it! Have one party member cast Haste on himself/herself and then cast it on the other two allies. Or, you can use a Hastega Mote to speed up the entire party with one toss. The faster you hit the Rooks, the better shape you'll be in.

Once the last Rook falls, you'll be in much better shape, even if your party looks depleted. Dr. Cid is powerful but quite slow, so you have time to sling Cure spells, use Potions, Charge up your MP, or use whatever Gambit routine has been successful thus far. Try to get the entire party up above 1000 HP as soon as possible, because Cid unleashes a powerful attack that knocks a lot of health out of everyone's HP bars.
You don't actually have to knock Dr. Cid down to zero HP to win this fight. When his health drops low enough, a new ally jumps into the fray and finishes off this particular battle.

After the fight, you see a brief glimpse of what's behind Dr. Cid's maniacal drive for mastery of nethicite. He flies off to Giruvegan, and the man you met on the stairs who jumped into the fight makes his introduction. He's Reddas, a sky pirate based at the Port of Balfonheim.

Meanwhile, in the Border-Skies, the rebel fleet under the command of Marquis Ondore is mustering its strength. From the bridge of the flagship Garland, Ondore and his crew discuss the unfolding events. War seems all but inevitable.

The Resistance Army Fleet
The Flagship Garland

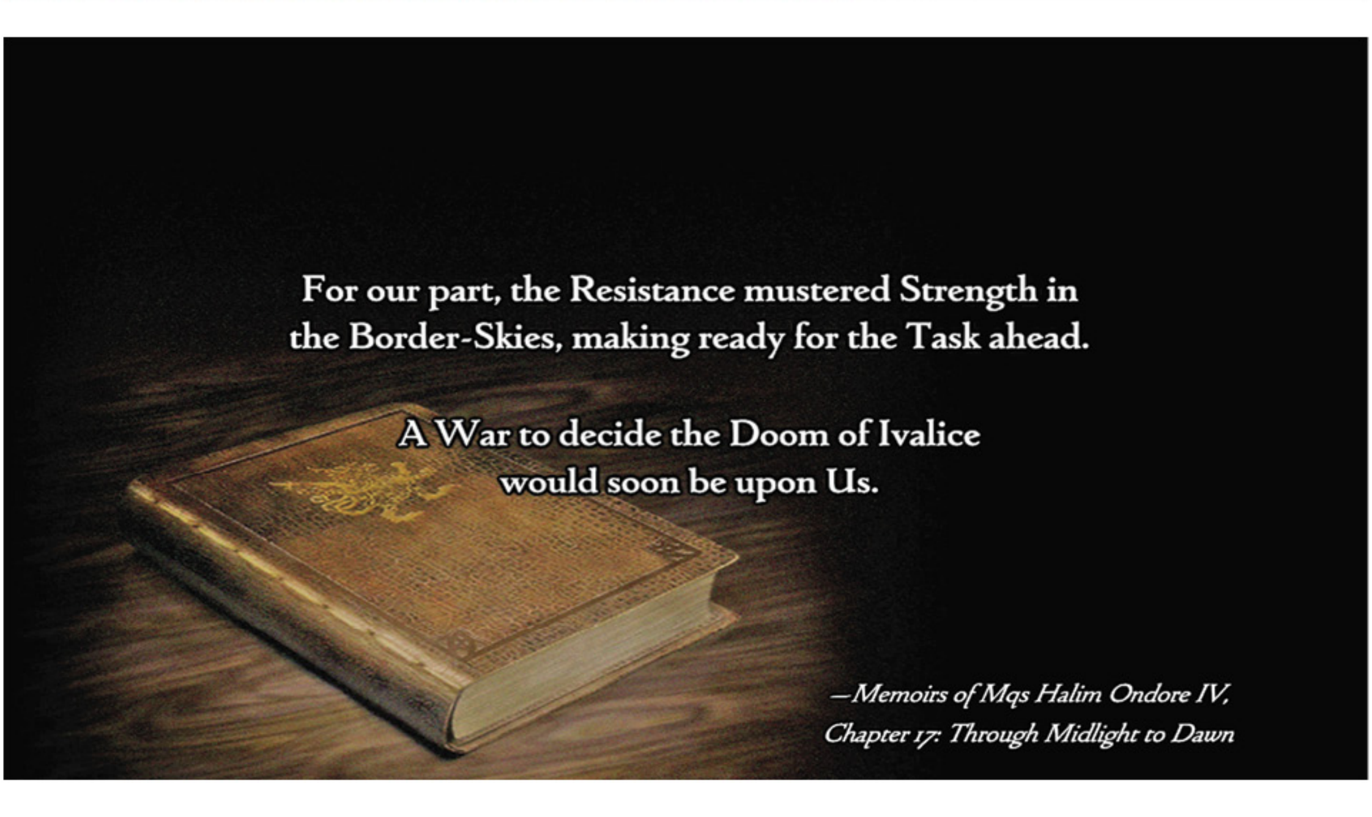


The Imperial Senate, powerless to resist
House Solidor's brutal Purge, was dissolved.

Vayne Solidor reigned supreme over the Empire.

Though this Upheaval shook the Imperial Bastion
to its Foundation, these Developments were, to
say the least, welcomed by her Military.

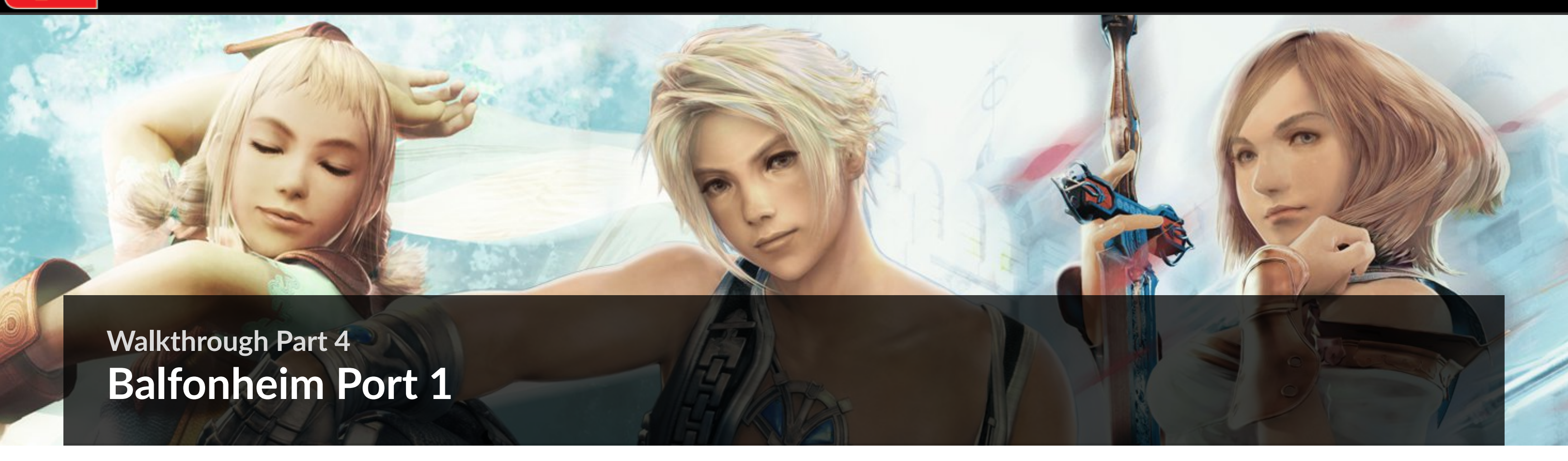
The authoritarian Rule of the Judges, in tandem
with the impending Threat of Rozarrian Invasion,
served to foster Camaraderie among its Ranks.



For our part, the Resistance mustered Strength in
the Border-Skies, making ready for the Task ahead.

A War to decide the Doom of Ivalice
would soon be upon Us.

—Memoirs of Mqs Halim Ondore IV,
Chapter 17: Through Midlight to Dawn



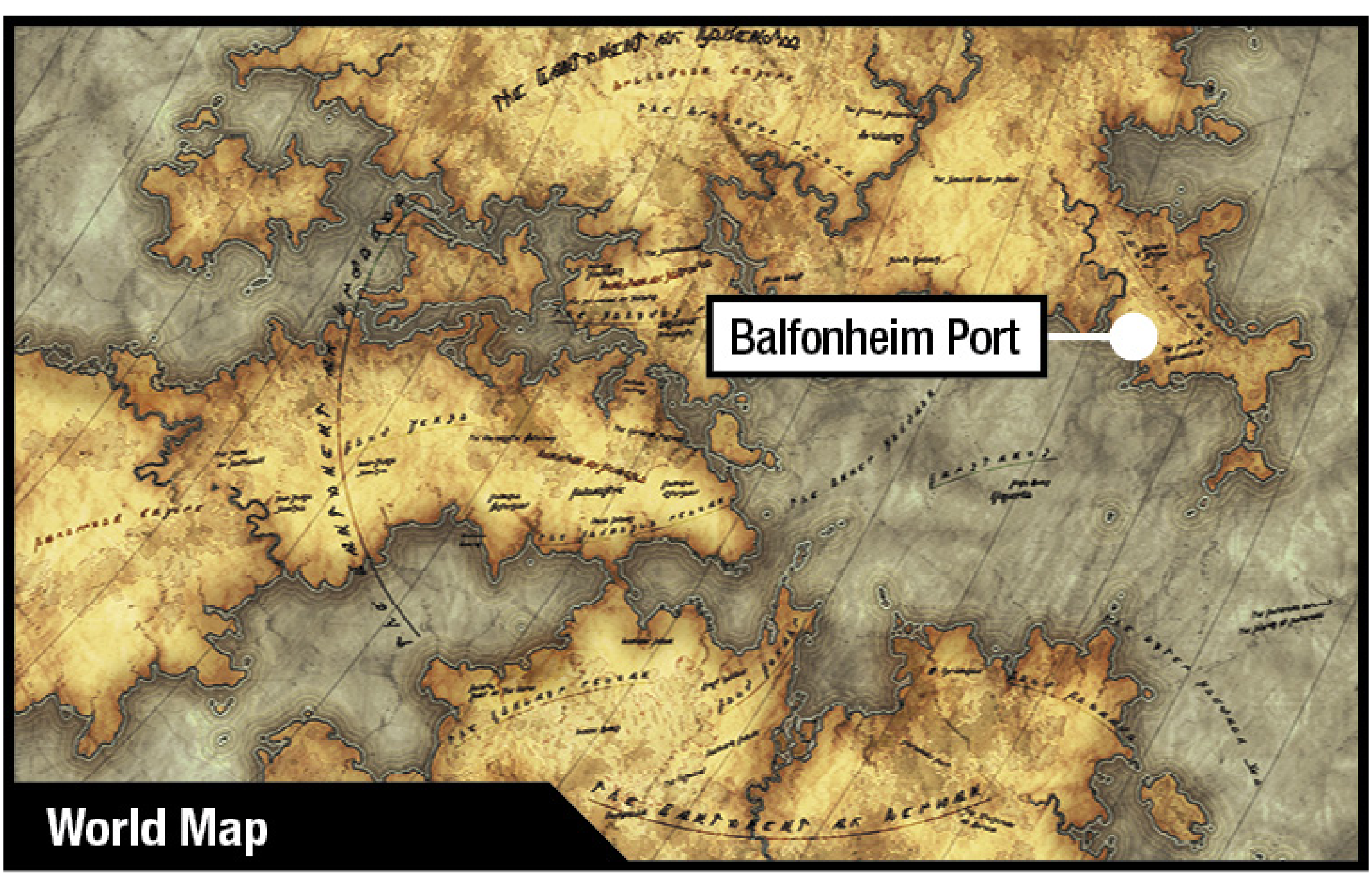
Walkthrough Part 4

Balfonheim Port 1

OBJECTIVE

Track Cid to the Ancient City of Giruvegan

Dr. Cid has the stone—the deifacted nethicite—and it must be destroyed! Track him through the misty, mysterious Feywood to the ancient city of Giruvegan.



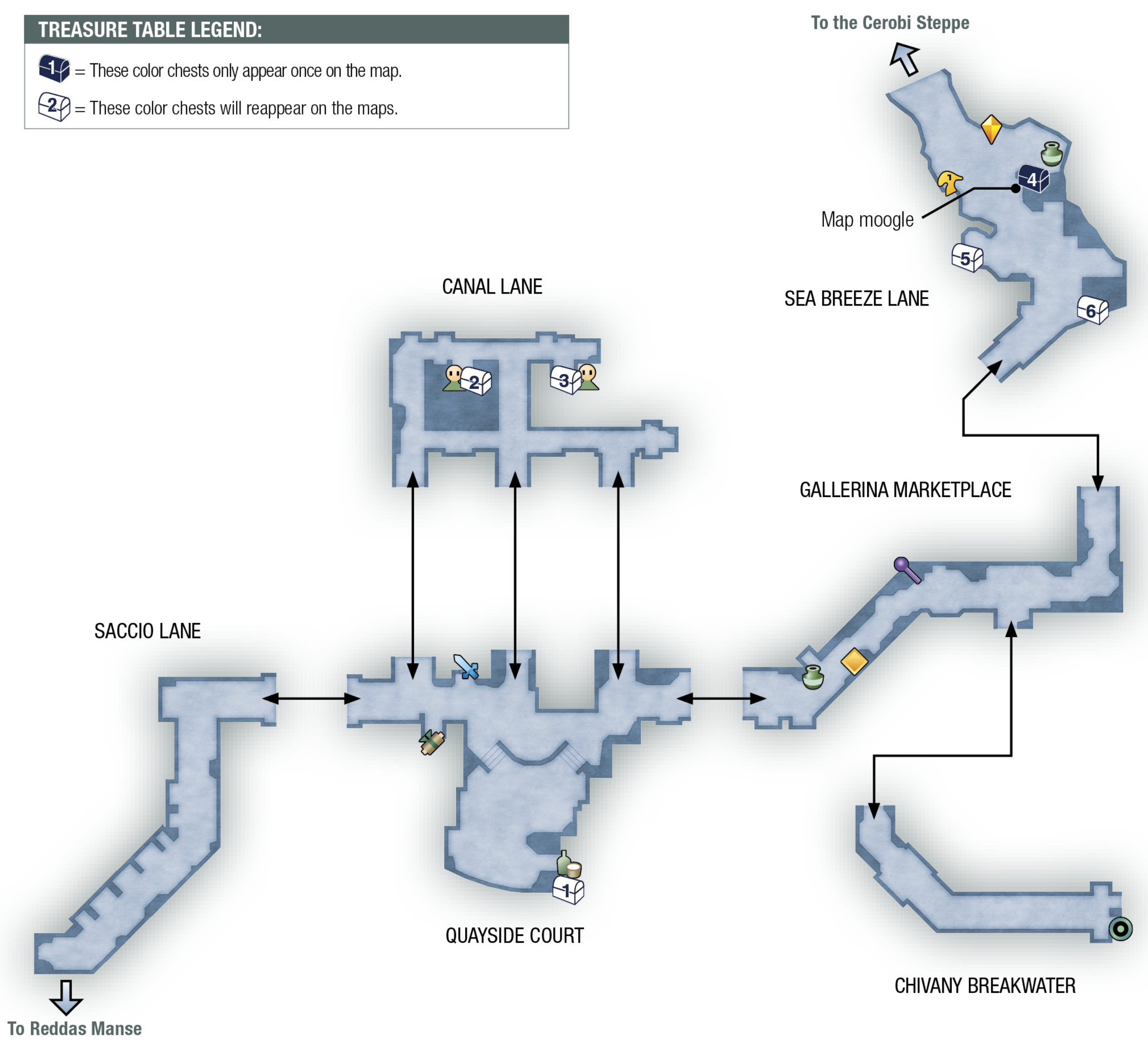
Action Checklist

1. Shop, restock, and upgrade in Balfonheim Port.

2. Teleport to Eruyt Village and head for the Feywood.

3. Solve the Feywood shrine puzzle to reveal the gate.

4. Summon help to open the gate to Giruvegan.

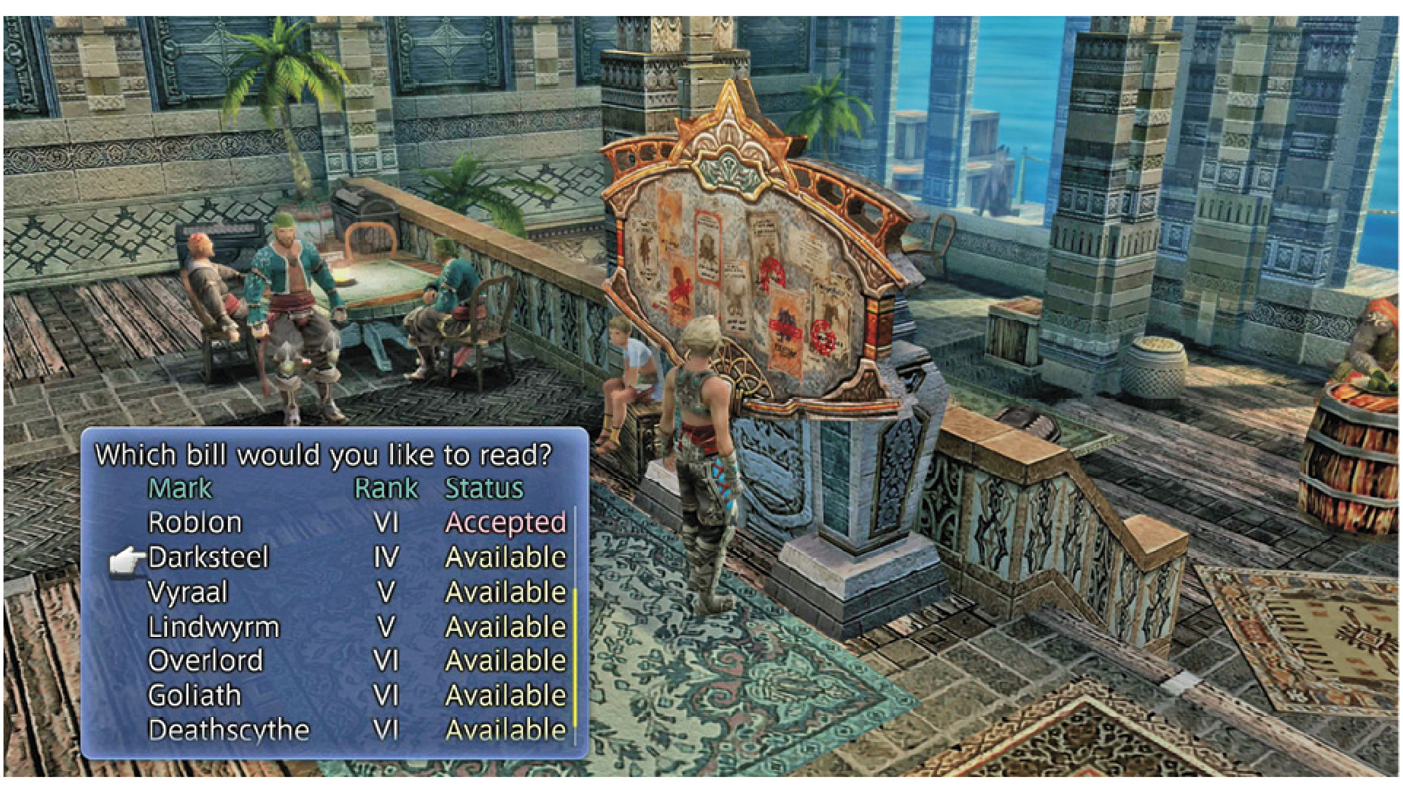


	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	90%	10%
1	20%	0%	—	Bacchus's Wine	Domaine Calvados	Knot of Rust	Dark Matter
2	5%	7%	~300	Meteorite (B)	Meteorite (C)	Meteorite(A)	Meteorite (D)
3	5%	95%	5	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
4	100%	100%	5840	—	—	—	—
5	50%	70%	~50	Gysahl Greens	Gysahl Greens	Knot of Rust	Holy Mote
6	50%	70%	~50	Teleport Stone	Teleport Stone	Knot of Rust	Scathe Mote

Prep for Giruvegan

As the scene opens in this port city in southeastern Archades, the party gathers at the Reddas Manse, home and sanctuary of the pirate leader. Listen carefully as Ashe, Reddas, and the others discuss the tricky political situation and the threat they all face. More directly, they wonder about Cid's destination: Giruvegan. Reddas knows of a "Mist-storm that surges and seethes" in a corner of the Feywood. This is your party's next destination.

After the event, the party appears outside in the port city, speaking with Rikken, Raz, and Elza, three of Reddas's followers. Rikken speaks of the Feywood, south of the Golmore Jungle. He mentions a gate to the holy land of Giruvegan and a "hidden trial" that must be passed.

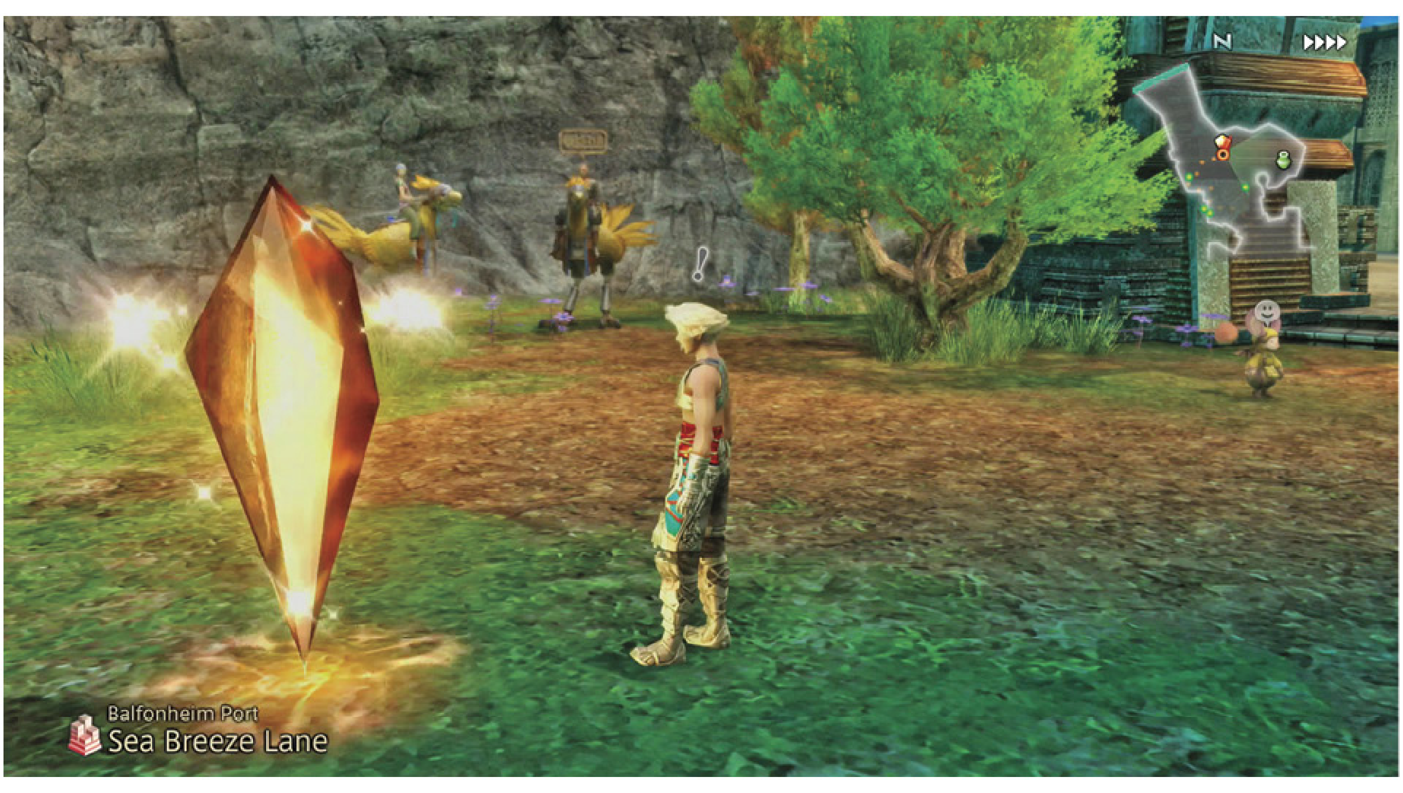


Which bill would you like to read?

Mark	Rank	Status
Roblon	VI	Accepted
Darksteel	IV	Available
Vyraal	V	Available
Lindwyrm	V	Available
Overlord	VI	Available
Goliath	VI	Available
Deathscythe	VI	Available

Many new hunts are available on notice boards.

Explore the port city and upgrade anything that you can afford. Many new hunts, gear pieces, and magicks are available. Keep some profits from loot sales handy, since Curaja, Blizzaga, Slowga, and Darkga are all just over 7000 gil each. When you've finished shopping, head to the northeast district, Sea Breeze Lane. First, make sure you find the treasure full of 5840 gil in the trees next to Dyce, the traveling merchant. After doing so, use the orange Save Crystal to teleport to Golmore Jungle.



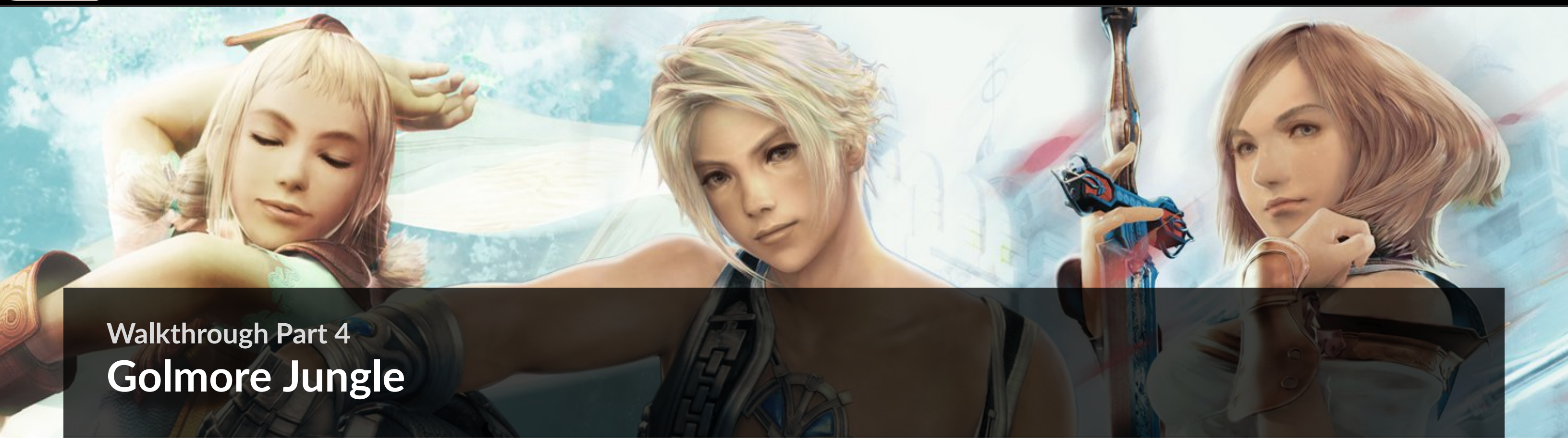
Use the teleport crystal in the northeast to reach Golmore Jungle quickly.

A Good Side Quest Juncture

Several side quests open up at this point in the game, including the "Hunt Loop", "The Great Cockatrice Escape", "Fishing in Nebra River", the "Balfonheim Foot Race", and "Dragon Researcher". Due to the impending difficulty spike in this area, it is important to use this lull in the story progression to perform some of these side quests.
It's also important to note that Dyce, the merchant on the Chocobo in Sea Breeze Lane, sells Teleport Stones. These stones make taking a break for side quests, exploration, and free-roaming easier than it's ever been.

Steppe It Up

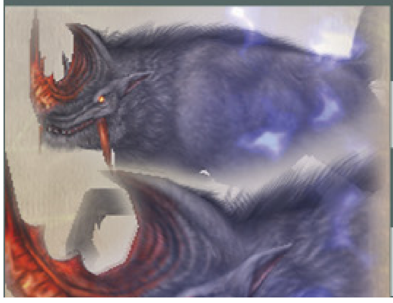
You probably haven't accrued much loot since the last time you shopped, so you may want to wander into the Cerobi Steppe to the north and spend some time leveling up and acquiring loot, as the battles ahead will be tough. For a Cerobi Steppe treasure map, check out Wyrm Philosopher section of the Side Quest chapter. The white magick Cleanse is the most important piece of treasure you'll find wandering Cerobi Steppe, in the Terraced Bank. The Telekinesis technick can also be found in Old Elanise Road. Extremely rare equipment can also be found throughout the steppe, but only with the Diamond Armlet accessory equipped.



Walkthrough Part 4

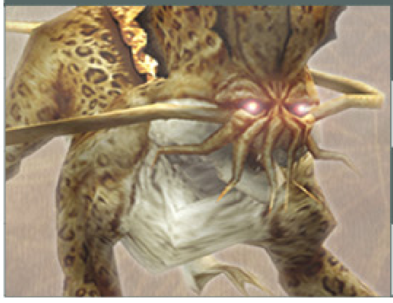
Golmore Jungle

HELLHOUND



LEVEL	HP
37-39	3570-3790
EXP	LP
1591-1777	1

COEURL

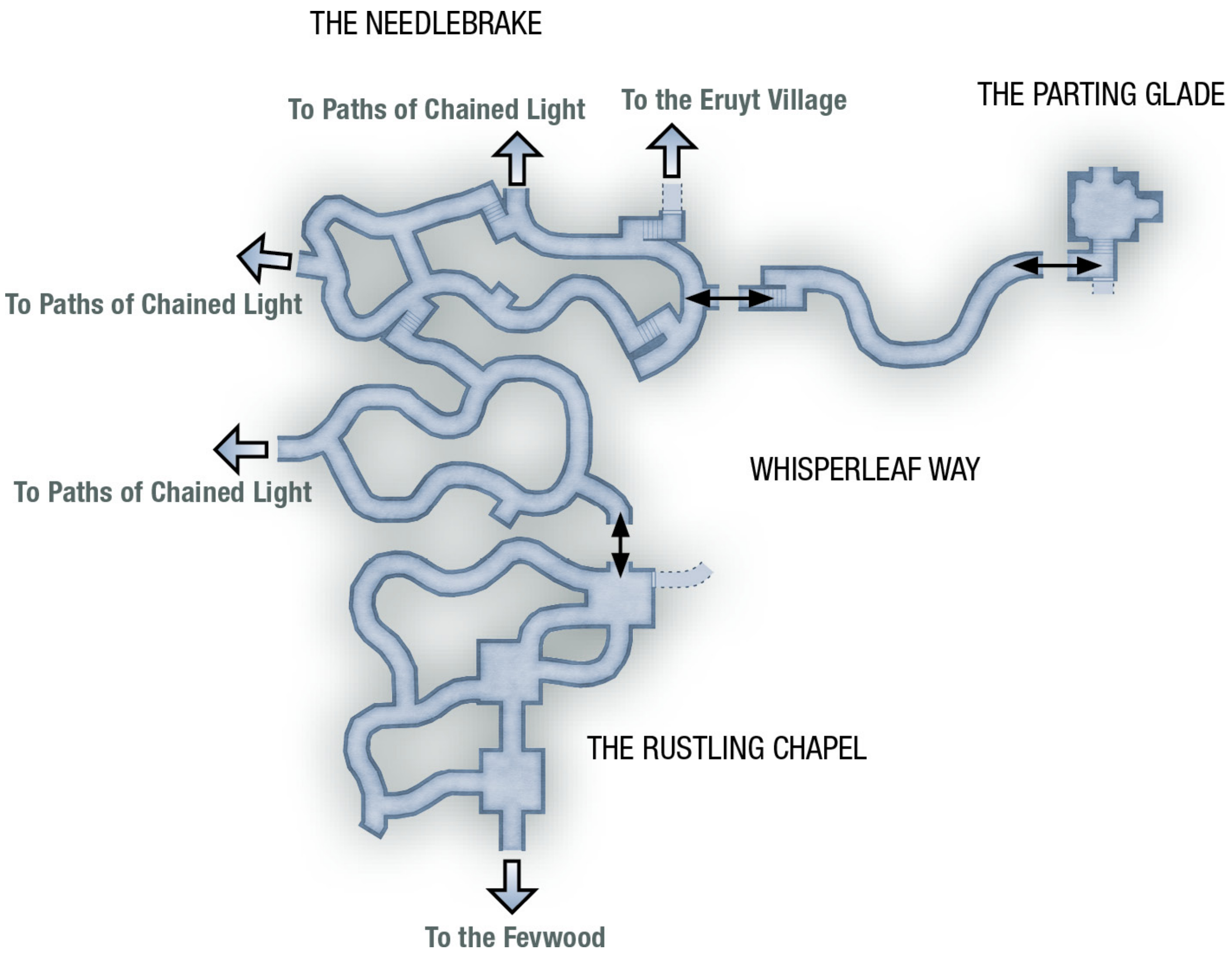


LEVEL	HP
36-38	3944-4264
EXP	LP
1433-1607	1

Action Checklist

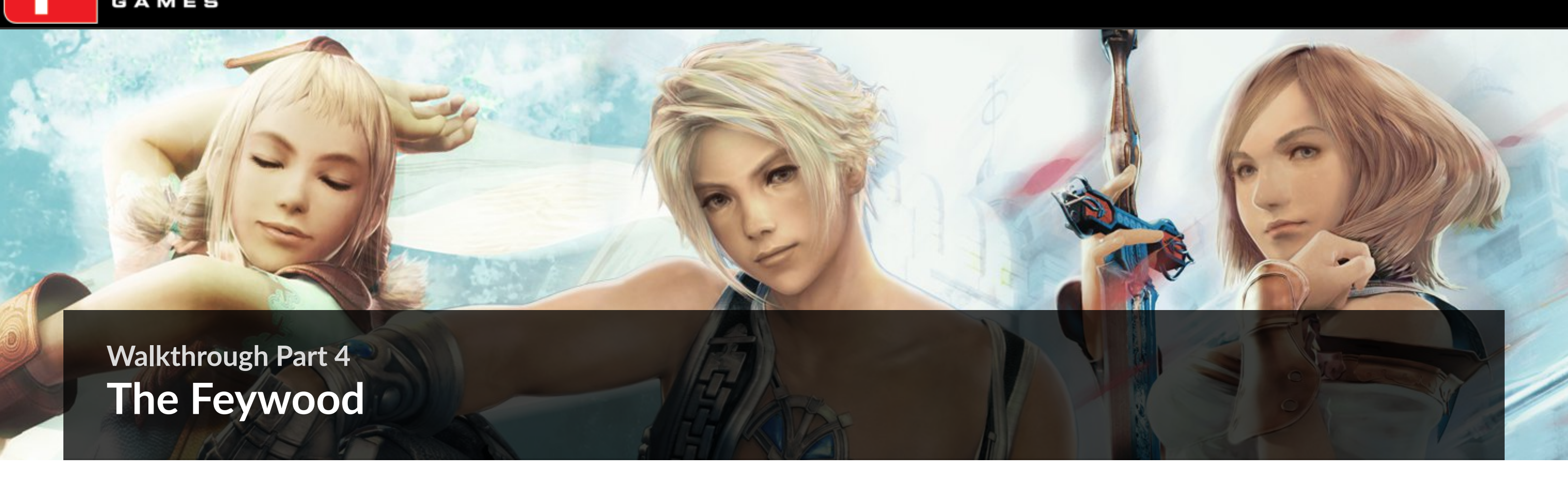
1. Cross the jungle heading south into the Feywood.

The enemies here are the same as your earlier trip through Golmore, plus the following:


THE NEEDLEBRAKE
To Paths of Chained Light
To the Eruyt Village
THE PARTING GLADE
To Paths of Chained Light
To Paths of Chained Light
WHISPERLEAF WAY
THE RUSTLING CHAPEL
To the Feywood

Cross Golmore to the Feywood

From the crystal in The Parting Glade, head west through Whisperleaf Way into The Needlebrake, then wind your way south into The Rustling Chapel. Most of the old enemies in this area should drop with one or two hits, if you've been leveling up your characters. When you reach the southern part of the jungle, though, the foes get tougher. In particular, there are some nasty, level 37 Hellhounds roaming the mossy paths. Exit The Rustling Chapel to the south to enter the Feywood.



Walkthrough Part 4

The Feywood

TARTARUS

LEVEL	HP
38-40	3619-4259
EXP	LP
1473-1821	1

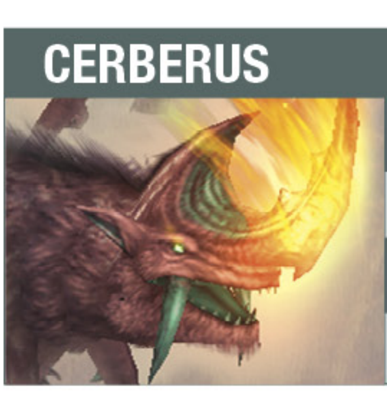
DEADLY NIGHTSHADE

LEVEL	HP
39-41	3167-3647
EXP	LP
1262-1630	1

PREYING MANTIS

LEVEL	HP
43-44	7465-7705
EXP	LP
2629-2786	1

CERBERUS



LEVEL	HP
38-40	4419-5059
EXP	LP
1473-1821	1

MU

LEVEL	HP
40-41	3167-3487
EXP	LP
1010-1184	1

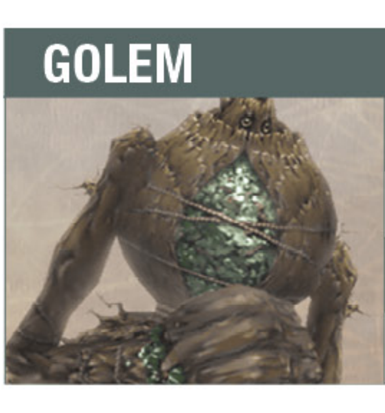
BASILISK

LEVEL	HP
42-43	5429-5749
EXP	LP
2734-2908	1

MIRRORKNIGHT

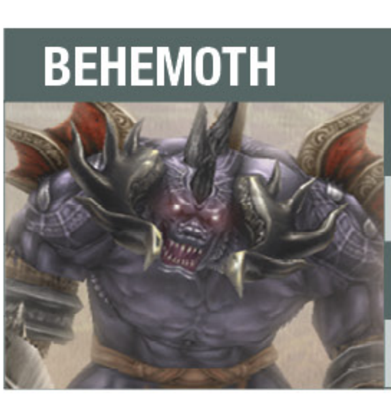
LEVEL	HP
40-42	5202-5842
EXP	LP
2419-2767	1

GOLEM



LEVEL	HP
42-43	11310-11550
EXP	LP
2945-3193	2

BEHEMOTH



LEVEL	HP
44-45	12199-12619
EXP	LP
3834-3997	2

JUGGERNAUT (RARE GAME)

LEVEL	HP
46-47	76251-76491
EXP	LP
5145-5393	12

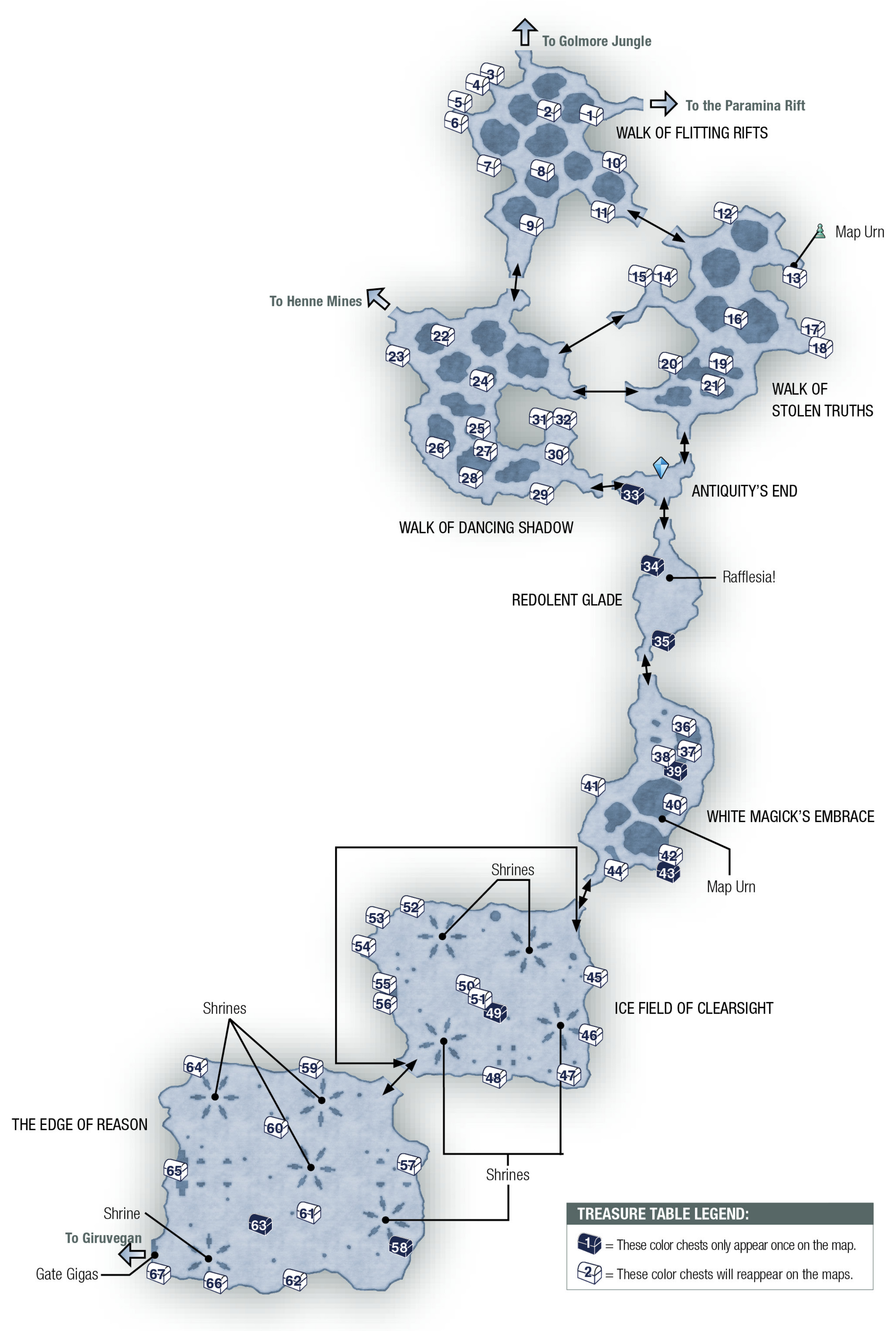
GIRUVEGANUS

LEVEL	HP
46-47	13006-13686
EXP	LP
5259-5462	2

Action Checklist

1. Cross the northern half of the Feywood.

2. Defeat Rafflesia.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	65%	50%	~250	Ether	Bacchus's Wine	Knot of Rust	Meteorite (A)
2	65%	50%	~250	Rime Fang	Handkerchief	Knot of Rust	Meteorite (B)
3	65%	50%	~250	Rime Fang	Gold Needle	Knot of Rust	Meteorite (A)
4	65%	50%	~250	Ether	Prince's Kiss	Knot of Rust	Meteorite (A)
5	65%	50%	~250	Soleil Fang	Antidote	Knot of Rust	Meteorite (A)
6	65%	50%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
7	65%	50%	~250	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
8	65%	50%	~250	Ether	Remedy	Knot of Rust	Meteorite (A)
9	60%	50%	~300	Ether	Eye Drops	Knot of Rust	Meteorite (B)
10	65%	50%	~250	Lightning Fang	Phoenix Down	Knot of Rust	Meteorite (C)
11	60%	50%	~300	Lightning Fang	Echo Herbs	Knot of Rust	Meteorite (A)
12	75%	50%	~300	Ether	Prince's Kiss	Knot of Rust	Meteorite (B)
13	75%	50%	~300	Ether	Serum	Knot of Rust	Meteorite (A)
14	75%	50%	~300	Ether	Serum	Knot of Rust	Meteorite (A)
15	75%	50%	~300	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
16	75%	50%	~300	Rime Fang	Hi-Ether	Knot of Rust	Meteorite (A)
17	75%	50%	~300	Ether	Nu Khai Sand	Knot of Rust	Meteorite (A)
18	75%	50%	~300	Ether	Handkerchief	Knot of Rust	Meteorite (A)
19	75%	50%	~300	Ether	Serum	Knot of Rust	Meteorite (A)
20	75%	50%	~300	Soleil Fang	Phoenix Down	Knot of Rust	Meteorite (B)
21	75%	50%	~300	Soleil Fang	Serum	Knot of Rust	Meteorite (A)
22	75%	50%	~300	Rime Fang	Nu Khai Sand	Knot of Rust	Meteorite (B)
23	75%	50%	~300	Ether	Bacchus's Wine	Knot of Rust	Meteorite (A)
24	75%	50%	~300	Ether	Gold Needle	Knot of Rust	Meteorite (A)
25	75%	50%	~300	Lightning Fang	Hi-Ether	Knot of Rust	Meteorite (A)
26	75%	50%	~300	Rime Fang	Chronos Tear	Knot of Rust	Meteorite (B)
27	75%	50%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (C)
28	75%	50%	~300	Ether	Remedy	Knot of Rust	Meteorite (A)
29	75%	50%	~300	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
30	75%	50%	~300	Rime Fang	Phoenix Down	Knot of Rust	Meteorite (A)
31	75%	50%	~300	Ether	Gold Needle	Knot of Rust	Meteorite (A)
32	75%	50%	~300	Ether	Chronos Tear	Knot of Rust	Meteorite (A)
33	25%	0%	—	Embroidered Tippet	Embroidered Tippet	Embroidered Tippet	Embroidered Tippet
34	100%	0%	—	Domaine Calvados	Domaine Calvados	Domaine Calvados	Domaine Calvados
35	100%	0%	—	X-Potion	X-Potion	X-Potion	X-Potion
36	75%	50%	~300	Ether	Chronos Tear	Knot of Rust	Meteorite (B)
37	75%	50%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
38	75%	50%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
39	100%	0%	—	Dispelga	Dispelga	Dispelga	Dispelga
40	75%	50%	~300	Rime Fang	Hi-Potion	Knot of Rust	Meteorite (C)
41	75%	50%	~300	Ether	Phoenix Down	Knot of Rust	Meteorite (B)
42	75%	50%	~300	Rime Fang	Hi-Ether	Knot of Rust	Meteorite (A)
43	100%	0%	—	Golden Amulet	Golden Amulet	Golden Amulet	Golden Amulet
44	75%	50%	~300	Ether	Hi-Potion	Knot of Rust	Meteorite (A)
45	75%	50%	~300	Ether	Giant's Helmet	Knot of Rust	Meteorite (A)
46	75%	50%	~300	Ether	Carabineer Mail	Knot of Rust	Meteorite (A)
47	75%	50%	~300	Ether	Chakra Band	Knot of Rust	Meteorite (A)
48	75%	50%	~300	Rime Fang	Remedy	Knot of Rust	Meteorite (A)
49	100%	0%	—	Bubble Belt	Bubble Belt	Bubble Belt	Bubble Belt
50	75%	50%	~300	Soleil Fang	Jade Gown	Knot of Rust	Meteorite (A)
51	75%	50%	~300	Soleil Fang	Hypnocrown	Knot of Rust	Meteorite (B)
52	75%	50%	~300	Rime Fang	Hi-Ether	Knot of Rust	Meteorite (A)
53	75%	50%	~300	Ether	Power Vest	Knot of Rust	Meteorite (A)
54	75%	50%	~300	Rime Fang	Serum	Knot of Rust	Meteorite (C)
55	75%	50%	~300	Ether	Kaiser Shield	Knot of Rust	Meteorite (B)
56	75%	50%	~300	Ether	Power Armlet	Knot of Rust	Meteorite (A)
57	75%	50%	~300	Ether	Platinum Dagger	Knot of Rust	Meteorite (A)
58	100%	0%	—	Defender	Defender	Defender	Defender
59	75%	50%	~300	Ether	Trident	Knot of Rust	Meteorite (A)
60	5%	50%	~200	Lightning Fang	Ether	Knot of Rust	Baltoro Seed
61	75%	70%	~300	Ether	Spica	Knot of Rust	Meteorite (A)
62	75%	50%	~300	Ether	Morning Star	Knot of Rust	Meteorite (C)
63	100%	0%	—	Reflectga	Reflectga	Reflectga	Reflectga
64	75%	50%	~300	Soleil Fang	Deathbringer	Knot of Rust	Meteorite (B)
65	75%	50%	~300	Ether	Ivory Pole	Knot of Rust	Meteorite (A)
66	75%	50%	~300	Lightning Fang	Traitor's Bow	Knot of Rust	Meteorite (A)
67	75%	40%	~350	Remedy	Serum	Knot of Rust	Meteorite (B)

Cross North Feywood

The first thing the party runs into is a swarm of Deadly Nightshades. Although they may look cute, don't underestimate their lethality, especially in large packs. Creatures in the Feywood tend to cast magick such as Haste, Protect, and Shell upon themselves. Make sure your Dispel spell is at the ready.

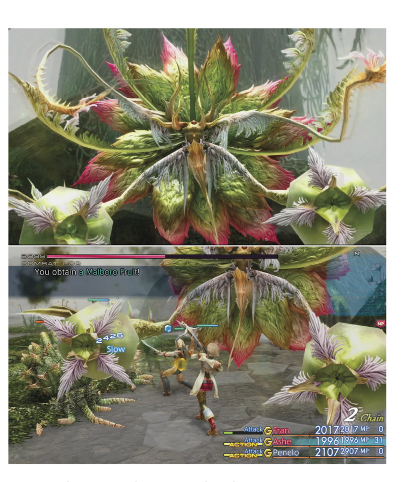
TARGET INFO
Lv. 42 Mirrorknight C
HP 2290 5842
Weak:
Mirrorknight C
1869
Fran 1963 1963 MP 433
Attack ACTION Ashe 1948 1948 MP 334
Attack ACTION Penelo 1942 2856 MP 358

You'll find hyena-like creatures like a flaming Cerberus in the east, and massive Mirrorknights in the west.

Proceed to the southeast and cross the zone line into the Walk of Stolen Truths. Now just follow the left cliff wall until you find an alcove with the Map Urn. Your immediate goal is the small area called Antiquity's End to the south, where you'll find a Save Crystal. After saving, head for the dense, swirling mist in the southern exit. It prevents you from advancing, but then the spirit of Rasler appears again and opens a way to the south. Follow him through. He leads the party right into the lair of Rafflesia.

Someone seems to be lending a hand, opening a way through the dense mist.

Rafflesia



Magick is useless in the heavy mist, so hit Rafflesia hard with standard weapon attacks. When the big plant drops to half HP, it calls for help from Malboros.

Be Ready for Confuse and Disease

It helps to have several characters with gambits that remove the Confuse status ailment with Nu Khai Sand and remove Disease with Serum or Cleanse. Rafflesia likes to throw those two ailments at the party.

LVL	HP	EXP	LP	STEAL
43	73393	0	31	Screamroot, X-Potion, Putrid Liquid

This battle is a status effects nightmare. Rafflesia slings every manner of ailment at the party, plus the MP Drain Field quickly drains your MP down to nothing. That's right—every active character in your party soon loses the ability to cast any magick, including status removal magick!

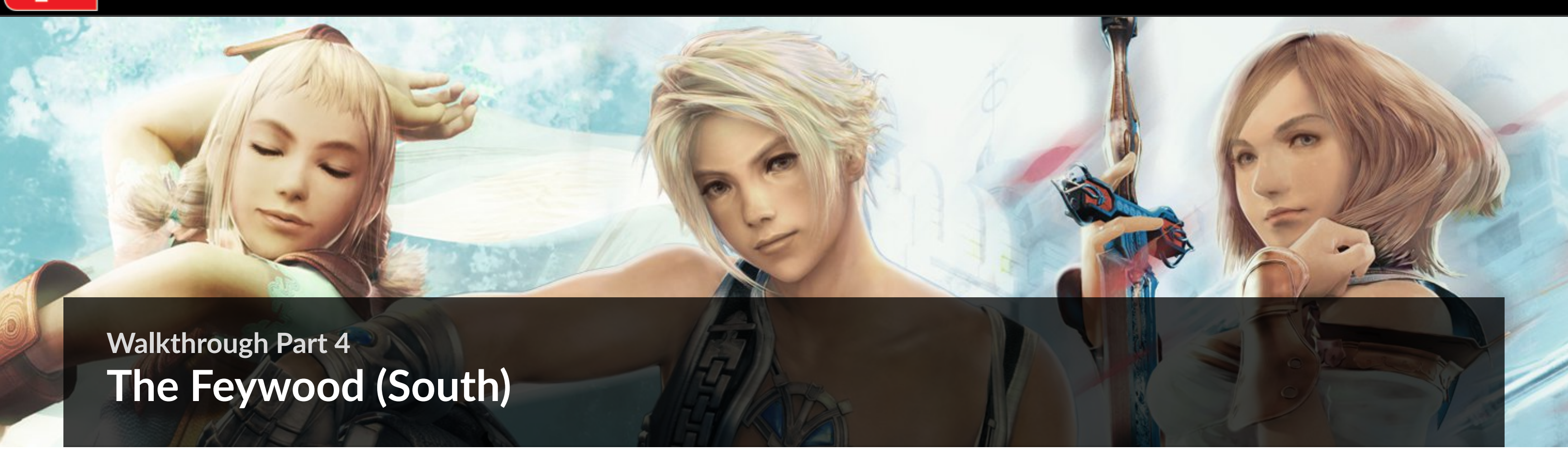
Thus, it helps if you have plenty of status removal items available. Before you take your first swing (or even before you enter the clearing), you should adjust all of your status-removal gambits so that they use items instead of spells. For example, replace Blindna with Eye Drops, Raise with Phoenix Down, and so on.

Immediately upon entering, before Mist Points have been drained, direct any characters capable of casting Dispel to aim it at Rafflesia. This will remove its Haste, Shell, and Regen status buffs.

When your party has no more magick, just hack away with good old-fashioned weapon attacks. When Rafflesia's HP hits the halfway mark, it spawns a trio of Malboros. Turn your attention to them and wipe them out, then go back to Rafflesia.

Another very effective tactic is to equip as many members of your party as possible with Mirror Mail. Those allies (like everyone else in your party) will rely on Potions for HP recovery anyway, so they don't really lose out on curing magick. With Mirror Mail, the status ailment spells ricochet harmlessly away and you can hack away at the big stalk boy. Note that you can pick up dropped Mirror Mail from the Mirrorknights that prowl the Walk of Dancing Shadow area to the west if you build up a good Battle Chain against them.

By the way, check out Rafflesia's official classification in your Clan Primer Bestiary: "Aggressive Vegetable." After Rafflesia finally falls, go back north to use the Save Crystal and then move into the southern part of the Feywood.



Walkthrough Part 4

The Feywood (South)

Action Checklist

1. Solve the "Shrine of the Lost" puzzle.

2. Summon help to open the Gate Gigas.

Cross the South Feywood

From the Redolent Glade, continue south into the next area, White Magick's Embrace. This is where a bunch of creepy Preying Mantises are stalking the countryside, along with Mirrorknights and the snaky Basilisk. Fight through them to the south, looking for another Map Urn with a "Feywood Candle" that reveals the rest of the Feywood map. Finally, exit south into the Ice Field of Clearsight.

Solve the "Shrine of the Lost" Puzzle

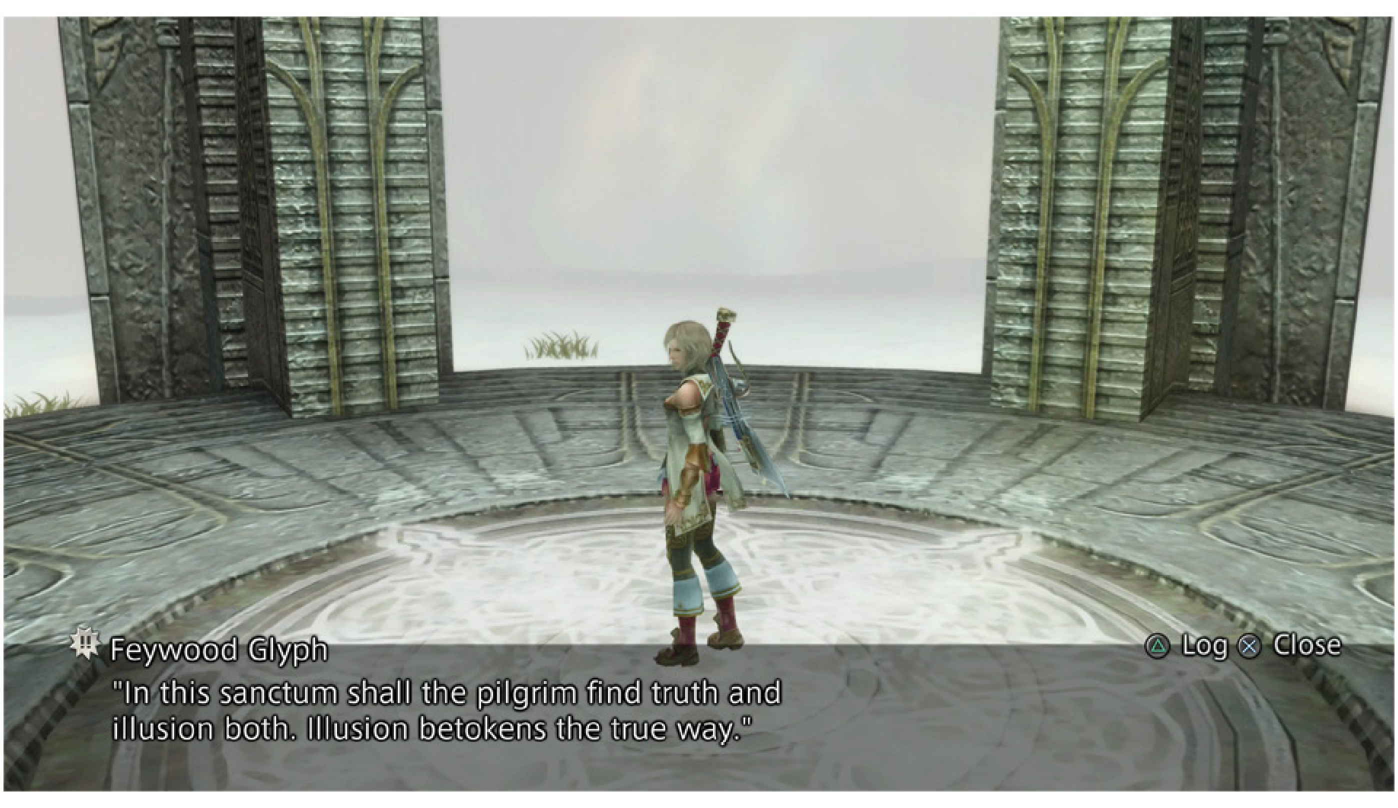
The map reveals star-shaped figures in the Ice Field of Clearsight. Head for any one of those shapes—it doesn't matter which one you go to first, because the order of the puzzle is generated randomly.

You find that each map star marks a platform structure called a Shrine of the Lost. At the first one you reach, fight off the beasts and step into the the center of the circular platform. If you see an elaborate pattern called a "Feywood Glyph" and an Action Icon pops up, press the X button and select "Examine the pattern." If you don't get an Action Icon, exit the platform and go on to the next star shape on the map. Keep going until you get an Action Icon when you step into the center of the platform.

A message states that "Illusion betokens the true way." If you lower the camera view and swivel it around, you will see a green, lush forest scene through one of the exits from the platform. That's your "illusion," my friend. Face your party leader in that direction and proceed on to whichever shrine is directly ahead of you.

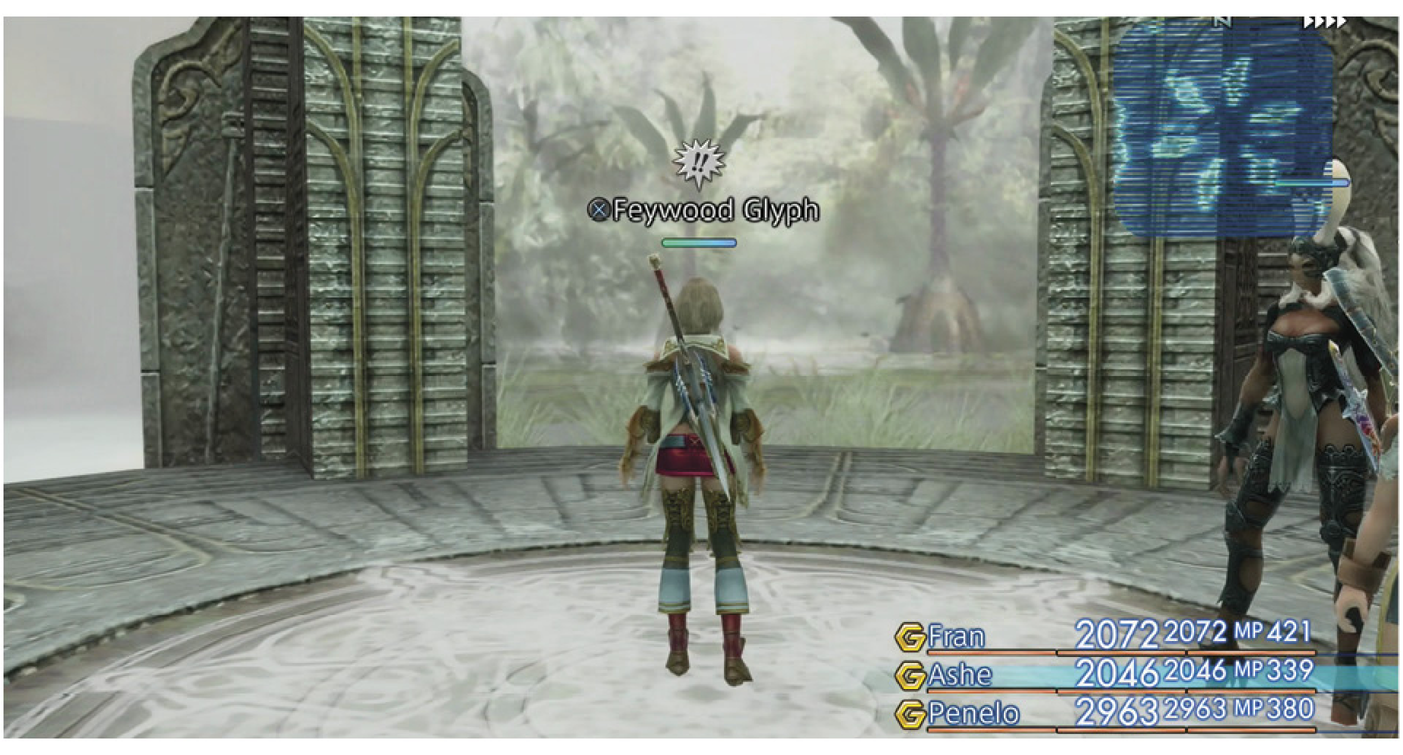
TIP: Before you go very far, check your map to verify exactly which star shape (another Shrine of the Lost) you're pointing toward.

REASON: En route you'll probably run into more monsters to fight and thus get turned around, possibly losing your original bearing. (If that happens, you can always head back to the first shrine and recheck the glyph and the illusion.)



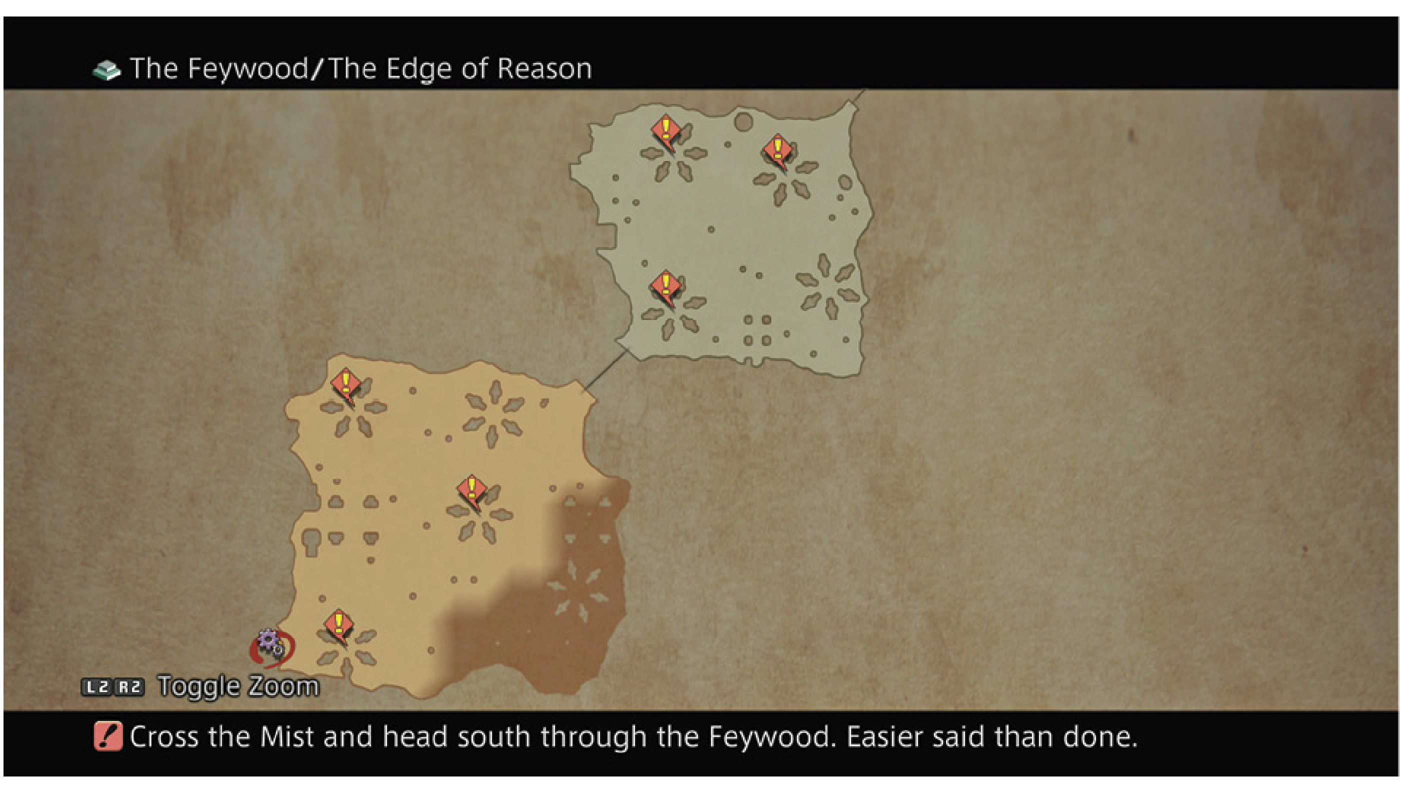
Feywood Glyph

"In this sanctum shall the pilgrim find truth and illusion both. Illusion betokens the true way."



After examining the floor glyph, follow the "illusion" of the forest scene from the shrine structure.

Repeat the process on the floor of the next shrine: examine the Feywood Glyph on the floor and look for the illusory view of a beautiful green forest and head in that direction until you reach the third Shrine of the Lost directly ahead. Knock out the beasts protecting the shrine and repeat the process one more time, finding the illusion that leads to the next map area, the Edge of Reason. (note: If you check the map, you will see three icons on the shrines where you examined floor glyphs).



Cross the Mist and head south through the Feywood. Easier said than done.

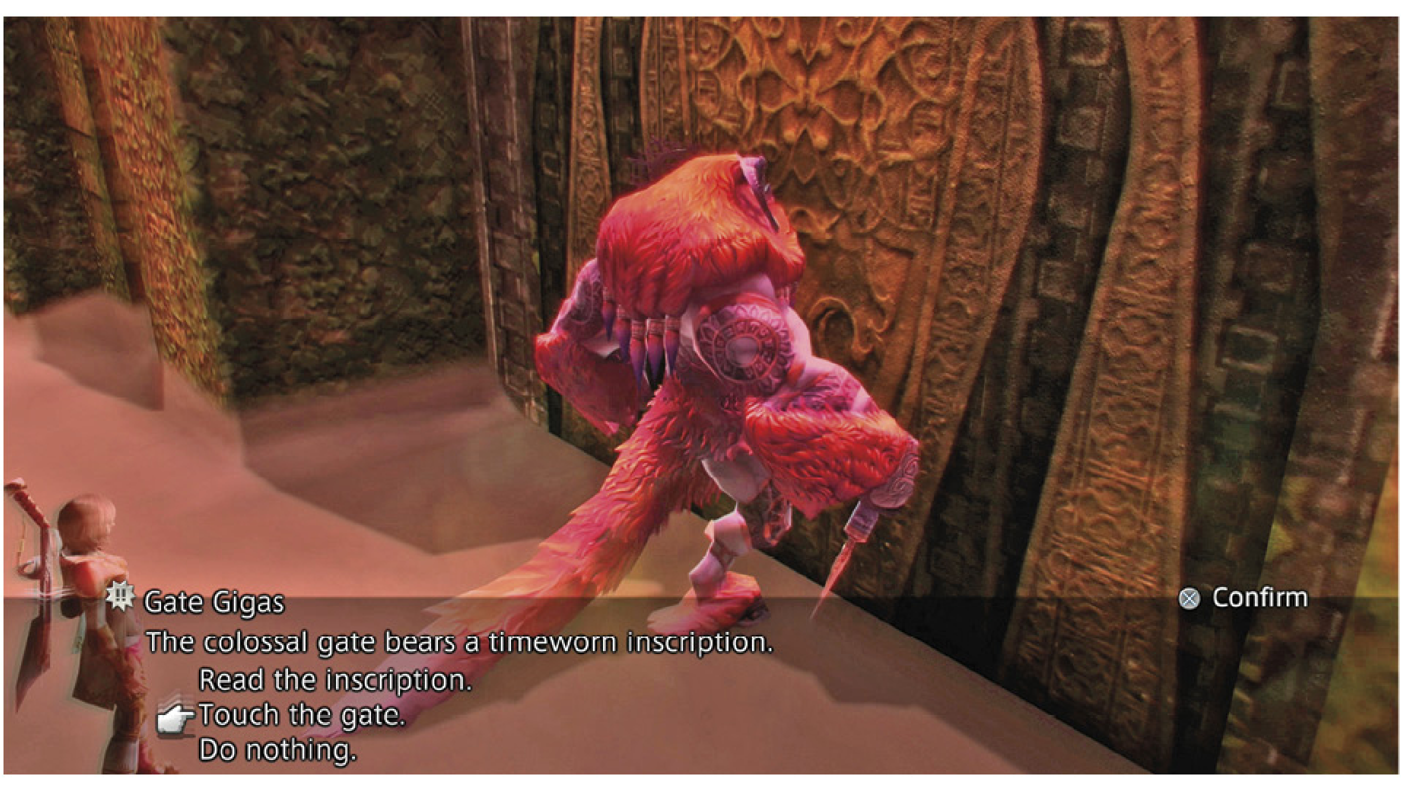
Here's what the map looks like after you correctly complete your work in both the Ice Field of Clearsight and the Edge of Reason. Note that the game generates the shrine puzzle in a random order, so your map may not look like this one.

Ice Field Redux

If you don't visit the shrines in the correct sequence in the Ice Field of Clearsight, your exit to the southwest simply leads right back into the Ice Field. In essence, you end up reentering from the northeast!

After crossing the zone line into the new area, open your map and note that it, too, features star shapes that represent Shrines. Repeat the same process that you used in the previous section to find Feywood Glyphs and activate their "illusions" to determine which shrine you should visit next. In the Edge of Reason area you'll visit four shrines before the last one's illusion guides the party to the monumental Gate Gigas.

The gate's very name should provide a vague clue as to the party's next move. Read the inscription to learn that Giruvegan is just on the other side, and that "over the one gate the Gigas holds sway." Got a Gigas? Actually, you do. When you defeated Belias, you gained a Gigas.



Gate Gigas

The colossal gate bears a timeworn inscription.

Read the inscription.

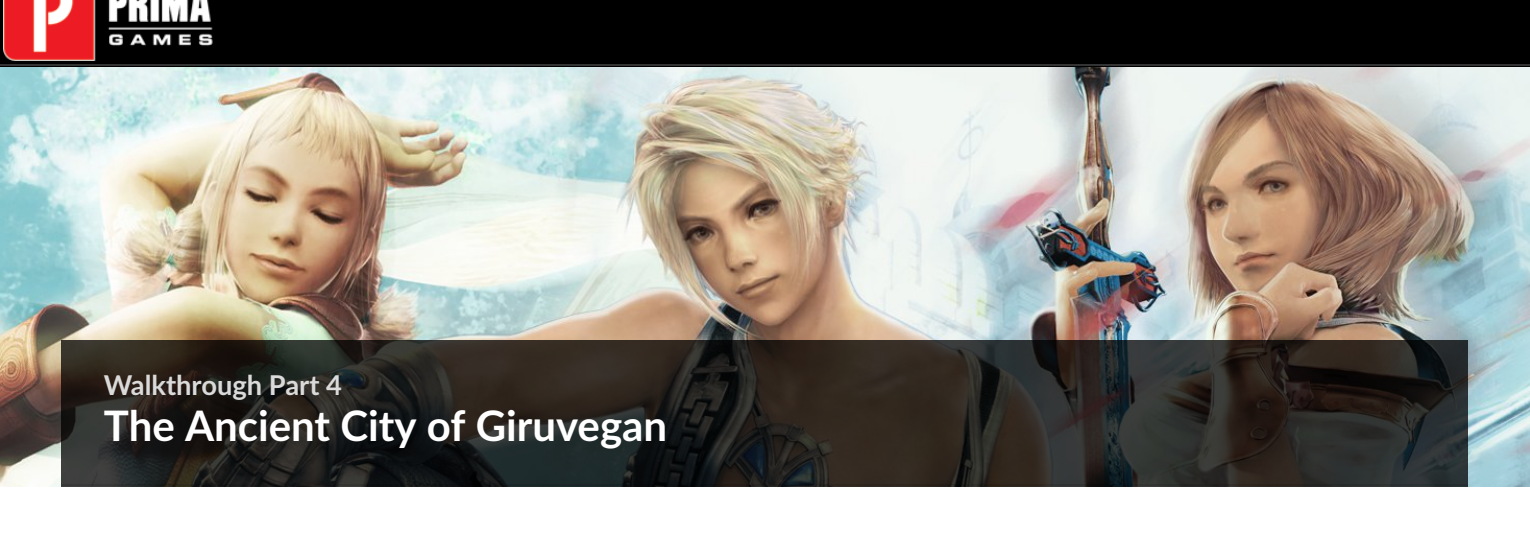
Touch the gate.

Do nothing.

The shrine puzzle leads the party to the Gate Gigas.

Now watch the event as Balthier balks at going inside, preferring to lie in wait for Cid at Giruvegan's entry. Ashe's vision beckons, however, and the choice seems clear.

Summon Belias and touch the Gate Gigas to enter the holy city of Giruvegan.



Walkthrough Part 4

The Ancient City of Giruvegan

OBJECTIVE

Seek Dr. Cid in the Ancient City

Dr. Cid has the nethicite shard, and he has said that he's off to Giruvegan, an ancient city that lies deep within the dense mist of the Jagd Difohr. Answers lie within the Great Crystal, a nethicite motherlode at the heart of Giruvegan.

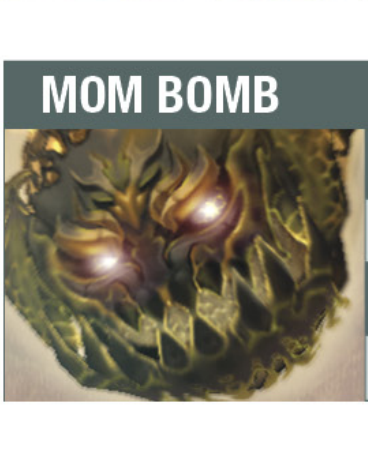
MYTHRIL GOLEM

LEVEL	HP	EXP	LP
43-44	17733-17973	3430-3678	2

VIVIAN

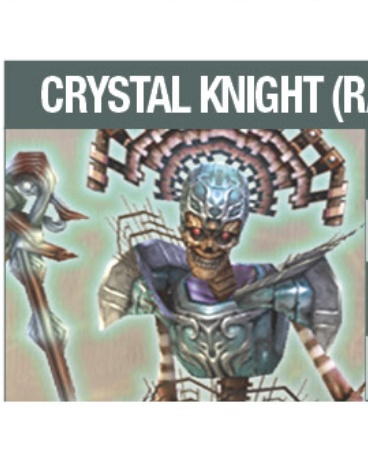
LEVEL	HP	EXP	LP
42-44	6529-7006	3380-3748	1

MOM BOMB



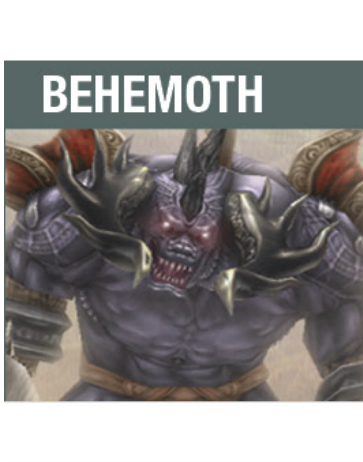
LEVEL	HP	EXP	LP
45-46	6384-6544	2263-2439	1

CRYSTAL KNIGHT (RARE MONSTER)



LEVEL	HP	EXP	LP
61-62	101390-101570	9973-10133	17

BEHEMOTH

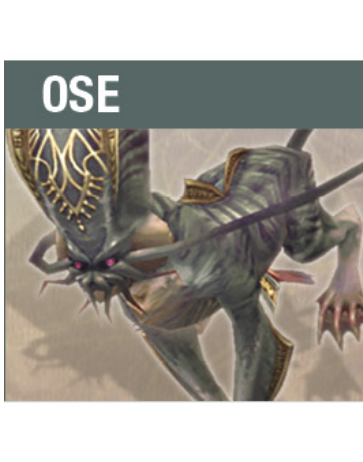


LEVEL	HP	EXP	LP
44-45	12199-12619	3834-3997	2

GARGOYLE BARON

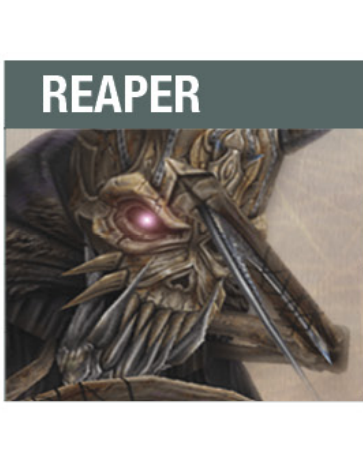
LEVEL	HP	EXP	LP
42-43	6071-6231	2817-2993	1

OSE



LEVEL	HP	EXP	LP
44-45	3739-4059	1887-2061	1

REAPER



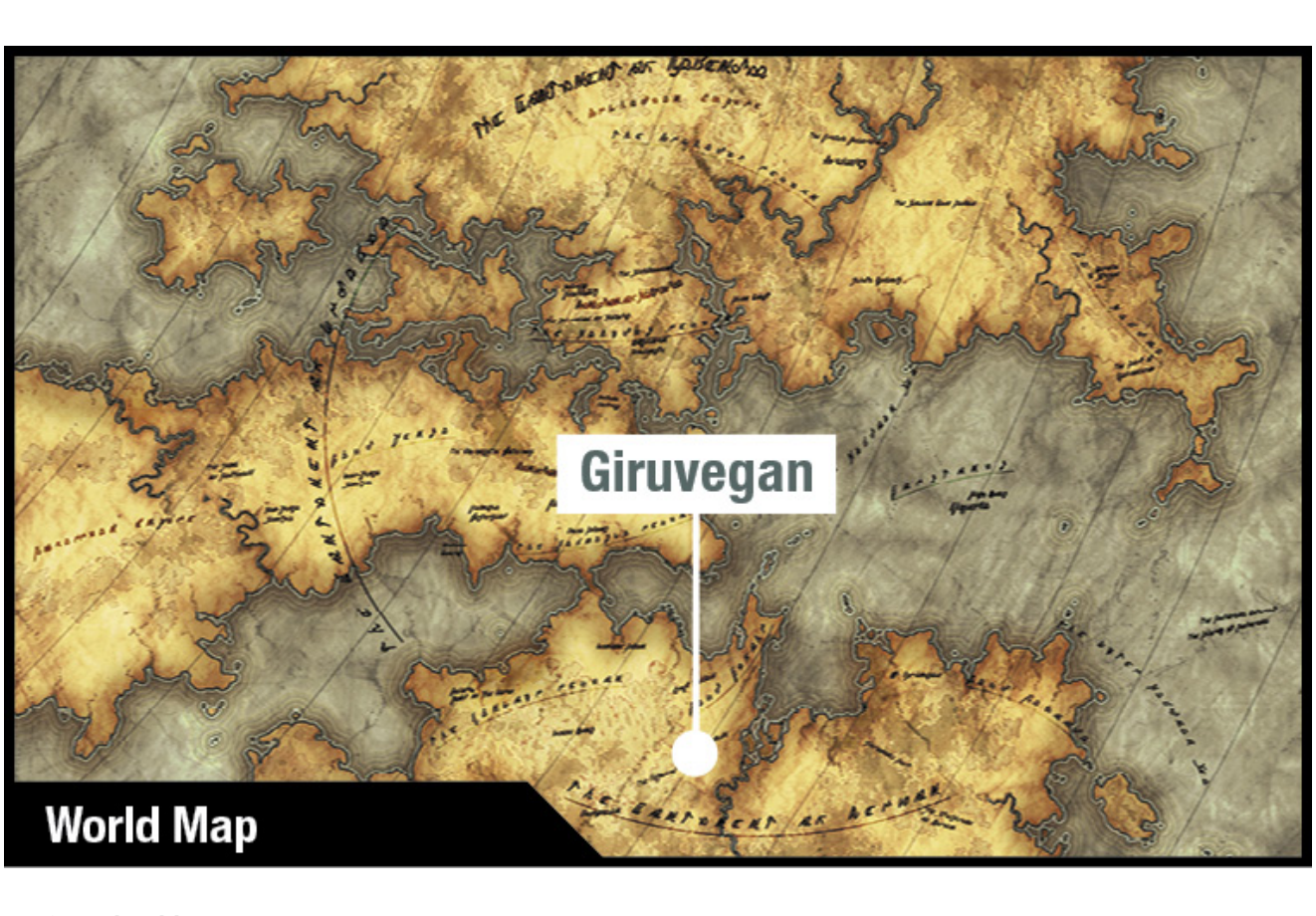
LEVEL	HP	EXP	LP
45-46	9931-10111	3185-3345	1

NECROPHOBE

LEVEL	HP	EXP	LP
46-47	8511-8691	3063-3223	1

GIRUVEGANUS

LEVEL	HP	EXP	LP
46-47	13006-13686	5259-5462	2


Giruvegan
World Map

Action Checklist

1. Defeat Daedalus.

2. Use the correct switches to get through the gate seals in the water-steps.

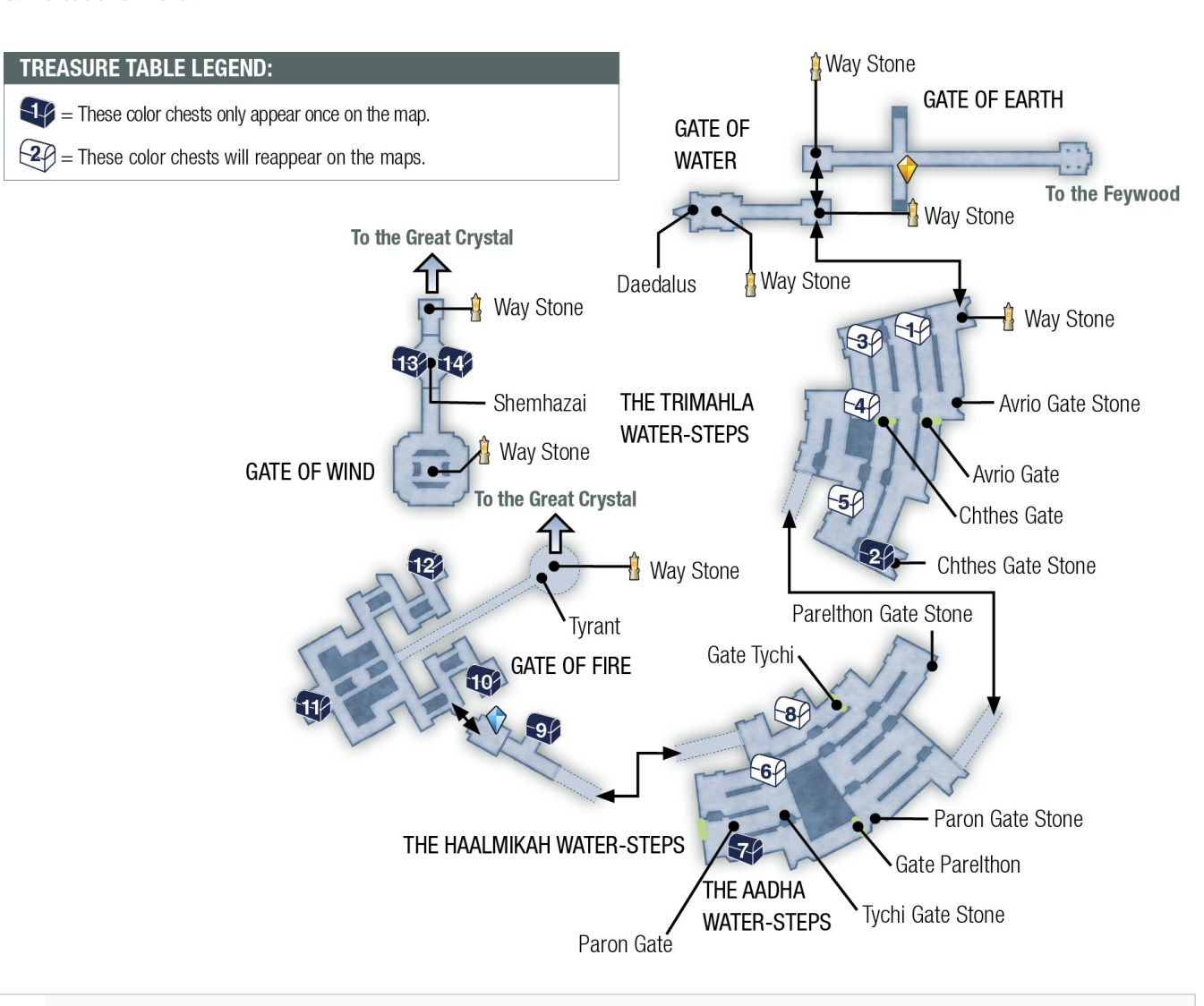
3. Defeat Tyrant.

4. Navigate through the Great Crystal.

5. Defeat Shemhazai.

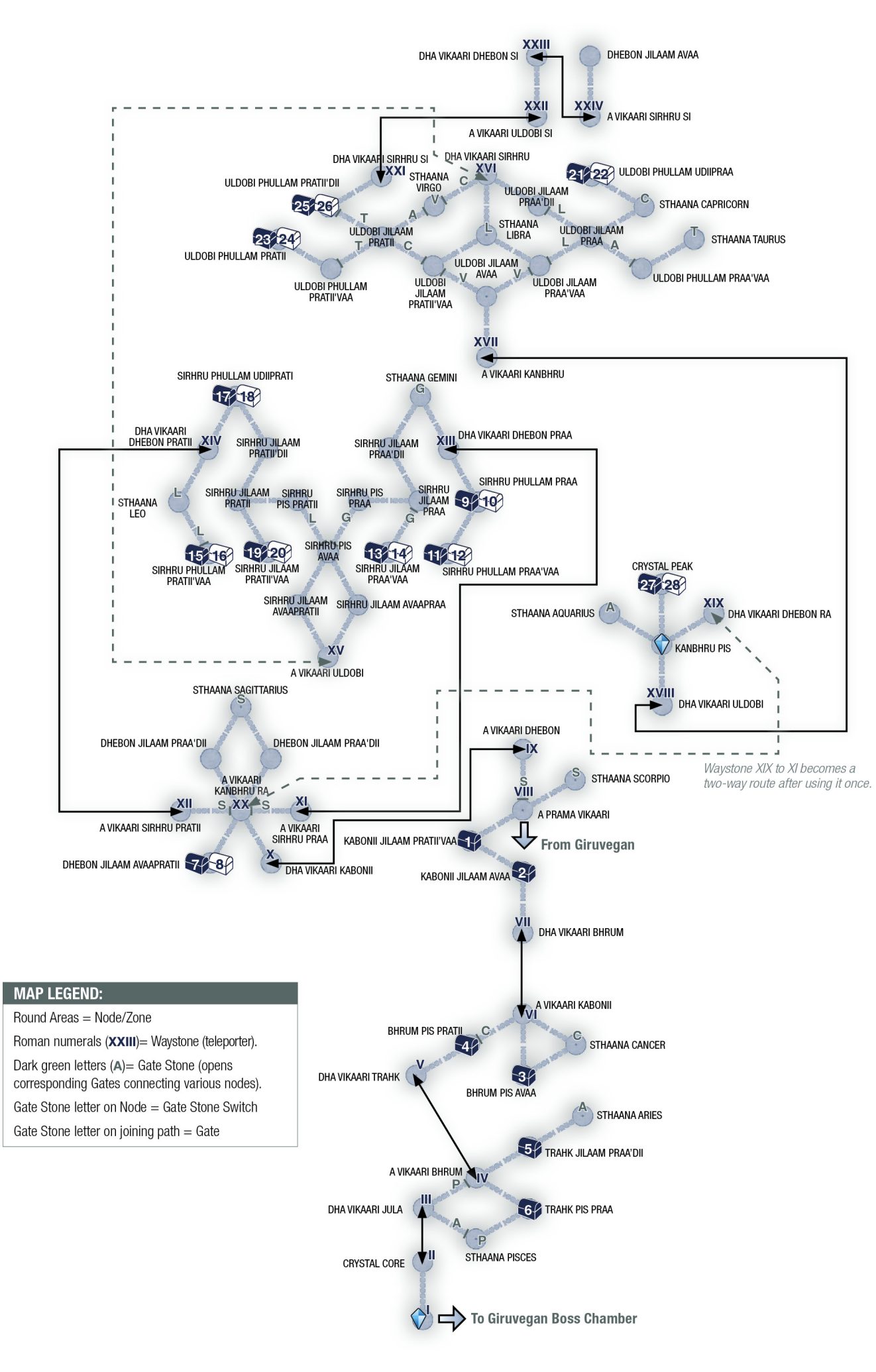
TREASURE TABLE LEGEND:

- 1 = These color chests only appear once on the map.
- 2 = These color chests will reappear on the maps.


Way Stone
GATE OF EARTH
GATE OF WATER
To the Feywood
Way Stone
Daedalus
Way Stone
To the Great Crystal
Way Stone
Way Stone
3
1
13
14
Shemhazai
THE TRIMAHLA WATER-STEPS
4
Avrio Gate Stone
Way Stone
GATE OF WIND
To the Great Crystal
Avrio Gate
Chthes Gate
5
2
Chthes Gate Stone
12
Way Stone
Tyrant
Parelthon Gate Stone
GATE OF FIRE
Gate Tychi
10
8
11
9
6
Paron Gate Stone
THE HAALMIKAH WATER-STEPS
7
Gate Parelthon
THE AADHA WATER-STEPS
Tychi Gate Stone
Paron Gate

	Pop odds	If pop,Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	75%	0%	—	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
2	100%	0%	—	Sash	Sash	Sash	Sash
3	75%	0%	—	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
4	75%	0%	—	Ether	Hi-Ether	Knot of Rust	Meteorite (B)
5	75%	0%	—	Ether	Hi-Ether	Knot of Rust	Meteorite (B)
6	80%	0%	—	Ether	Hi-Ether	Knot of Rust	Meteorite (B)
7	100%	0%	—	Aegis Shield	Aegis Shield	Aegis Shield	Aegis Shield
8	80%	0%	—	Ether	Hi-Ether	Knot of Rust	Meteorite (A)
9	100%	0%	—	Sleepga	Sleepga	Sleepga	Sleepga
10	100%	0%	—	Domaine Calvados	Domaine Calvados	Domaine Calvados	Domaine Calvados
11	100%	0%	—	Elixir	Elixir	Elixir	Elixir
12	100%	0%	—	Amber Armlet	Amber Armlet	Amber Armlet	Amber Armlet
13	100%	0%	—	Hastega Mote	Hastega Mote	Hastega Mote	Hastega Mote
14	100%	0%	—	Reverse Mote	Reverse Mote	Reverse Mote	Reverse Mote

THE GREAT CRYSTAL


DHA VIKAARI DHEBON SI
XXIII
DHEBON JILAAM AVAA
XXII
XXIV
A VIKAARI SIRHRU SI
A VIKAARI ULDOBI SI
DHA VIKAARI SIRHRU SI
DHA VIKAARI SIRHRU
XXI
XVI
STHAANA VIRGO
21
22
ULDOBI PHULLAM UDIIPRAA
ULDOBI PHULLAM PRATII'DII
25
26
ULDOBI JILAAM PRAA'DII
STHAANA CAPRICORN
23
24
ULDOBI JILAAM PRATII
STHAANA LIBRA
ULDOBI JILAAM PRAA
STHAANA TAURUS
ULDOBI PHULLAM PRATII
ULDOBI JILAAM AVAA
ULDOBI PHULLAM PRAA'VAA
ULDOBI PHULLAM PRATII'VAA
ULDOBI JILAAM PRATII'VAA
ULDOBI JILAAM PRAA'VAA
XVII
A VIKAARI KANBHRU
SIRHRU PHULLAM UDIIPRATI
STHAANA GEMINI
17
18
DHA VIKAARI DHEBON PRATII
XIV
SIRHRU JILAAM PRATII'DII
SIRHRU JILAAM PRAA'DII
XIII
DHA VIKAARI DHEBON PRAA
SIRHRU PHULLAM PRAA
STHAANA LEO
SIRHRU JILAAM PRATII
SIRHRU PIS PRATII
SIRHRU PIS PRAA
SIRHRU JILAAM PRAA
9
10
SIRHRU PIS AVAA
15
16
19
20
13
14
11
12
SIRHRU PHULLAM PRATII'VAA
SIRHRU JILAAM PRATII'VAA
SIRHRU JILAAM PRAA'VAA
SIRHRU PHULLAM PRAA'VAA
SIRHRU JILAAM AVAAPRATII
SIRHRU JILAAM AVAAPRAA
XV
A VIKAARI ULDOBI
CRYSTAL PEAK
27
28
STHAANA AQUARIUS
XIX
DHA VIKAARI DHEBON RA
KANBHRU PIS
XVIII
DHA VIKAARI ULDOBI
STHAANA SAGITTARIUS
DHEBON JILAAM PRAA'DII
DHEBON JILAAM PRAA'DII
A VIKAARI KANBHRU RA
XII
XX
XI
A VIKAARI SIRHRU PRATII
A VIKAARI SIRHRU PRAA
X
DHEBON JILAAM AVAAPRATII
7
8
DHA VIKAARI KABONII
A VIKAARI DHEBON
IX
VIII
STHAANA SCORPIO
A PRAMA VIKAARI
KABONII JILAAM PRATII'VAA
1
From Giruvegan
KABONII JILAAM AVAA
2
VII
DHA VIKAARI BHRUM
A VIKAARI KABONII
VI
BHRUM PIS PRATII
4
STHAANA CANCER
DHA VIKAARI TRAHK
V
3
BHRUM PIS AVAA
STHAANA ARIES
5
TRAHK JILAAM PRAA'DII
A VIKAARI BHRUM
IV
III
DHA VIKAARI JULA
6
TRAHK PIS PRAA
STHAANA PISCES
CRYSTAL CORE
II
I
To Giruvegan Boss Chamber

Waystone XIX to XI becomes a two-way route after using it once.

MAP LEGEND:

Round Areas = Node/Zone
Roman numerals (**XXIII**)= Waystone (teleporter).
Dark green letters (A)= Gate Stone (opens corresponding Gates connecting various nodes).
Gate Stone letter on Node = Gate Stone Switch
Gate Stone letter on joining path = Gate

planning

During the first visit and adventure events here, the party can only delve so far. The goal is to descend to the core. Return later, and an enormous and vexing dungeon can be explored, full of treasure and some of the game's strongest elite monsters.

Deeper into the crystal, Gates block certain paths. By finding and activating corresponding Gate Stones, Gates can be bypassed, but only for a limited time. Plan routes in advance and flee past monsters if necessary to beat the clock.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	100%	0%	—	Cloud Staff	Cloud Staff	Cloud Staff	Cloud Staff
2	100%	0%	—	Thief's Cap	Thief's Cap	Thief's Cap	Thief's Cap
3	100%	0%	—	Holy Rod	Holy Rod	Holy Rod	Holy Rod
4	100%	0%	—	Gold Hairpin	Gold Hairpin	Gold Hairpin	Gold Hairpin
5	100%	0%	—	Ninja Gear	Ninja Gear	Ninja Gear	Ninja Gear
6	100%	0%	—	Gaia Gear	Gaia Gear	Gaia Gear	Gaia Gear
7	100%	0%	—	Caldera	Caldera	Caldera	Caldera
8	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
9	100%	0%	—	Caliper	Caliper	Caliper	Caliper
10	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
11	25%	0%	—	Staff of the Magi	Staff of the Magi	Staff of the Magi	Staff of the Magi
12	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
13	100%	0%	—	Rubber Suit	Rubber Suit	Rubber Suit	Rubber Suit
14	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
15	100%	0%	—	Shellga	Shellga	Shellga	Shellga
16	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
17	100%	0%	—	Crown of Laurels	Crown of Laurels	Crown of Laurels	Crown of Laurels
18	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
19	25%	0%	—	Yagyu Darkblade	Yagyu Darkblade	Yagyu Darkblade	Yagyu Darkblade
20	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
21	100%	0%	—	Ring of Renewal	Ring of Renewal	Ring of Renewal	Ring of Renewal
22	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
23	100%	0%	—	Hastega	Hastega	Hastega	Hastega
24	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
25	100%	0%	—	Artemis Bow	Artemis Bow	Artemis Bow	Artemis Bow
26	5%	10%	~2000	Meteorite (B)	Meteorite (C)	Meteorite (A)	Meteorite (D)
27	100%	0%	—	Excalibur	Excalibur	Excalibur	Excalibur
28	1%	20%	~1000	Meteorite (B)	Meteorite (B)	Meteorite (A)	Gendarme

Get Past the City Guardian

Head west from the Save Crystal to the Way Stone and touch it to teleport across to the Gate of Water. Guess what? You start right off with a boss fight—Daedalus. Proceed west down the walkway to start the battle.

Way Stone
Magicks stir within this device.
Touch the device.
Do nothing.

Touch the first Way Stone, if you dare. Giruvegan has a headless entry guardian.

Daedalus

LVL	HP	EXP	LP	STEAL
42	65644	0	33	Storm Crystal, Forbidden Flesh, Damascus Steel

The key here is who's faster, you or him? Haste magick is very important in this battle and Protect helps, too. Daedalus starts by casting Haste on himself, so immediately cast Dispel on him. In fact, it's best if you set up your support characters with a gambit that automatically casts Dispel on any foe with Haste or Protect. This goes a long way toward making this fight easier.

Be sure Raise or Phoenix Down is number one in your gambit hierarchy and keep the physical pressure on Daedalus.

Overall, the basic tactic here is to send in one mauler equipped with good armor to hammer away at Daedalus using physical attacks while your other two allies focus on healing and support. Again, since Daedalus relies heavily on fast-hitting combos, always make sure to dispel his Haste. His combos get faster when his HP drops low, so be ready to switch in a fresh party of reserves.

Of course, when you bring in the second string, have them lead off with a powerful chain of Quickening attacks. This may be enough to knock Daedalus down for the count, especially if his HP is below 20 percent or so when the Quickening begins.

Make Haste

Keep Haste cast on your entire party to offset the speed of Daedalus.

After the fight, a new Way Stone appears that can take the party deeper into the holy city. First, you may want to head back east to the last Way Stone. Use it to teleport back to Gate of Earth and use the Save Crystal. Then return to the platform where you just fought Daedalus and use the new Way Stone to teleport into the odd interior of the city.

Work Your Way Down the Water-Steps

Trimahla Water-Steps

The party arrives in an area called the Trimahla Water-Steps, a series of descending ramps guarded by rugged Behemoths. Some of the ramps are blocked by green magickal barriers that can be turned on and off at switches called gate stones. Fight down the first ramp to reach the first barrier, Gate Avrio. It is controlled by the nearby Avrio Gate Stone.

Gate stones activate the gate barriers on the ramps.

Ice the Behemoths

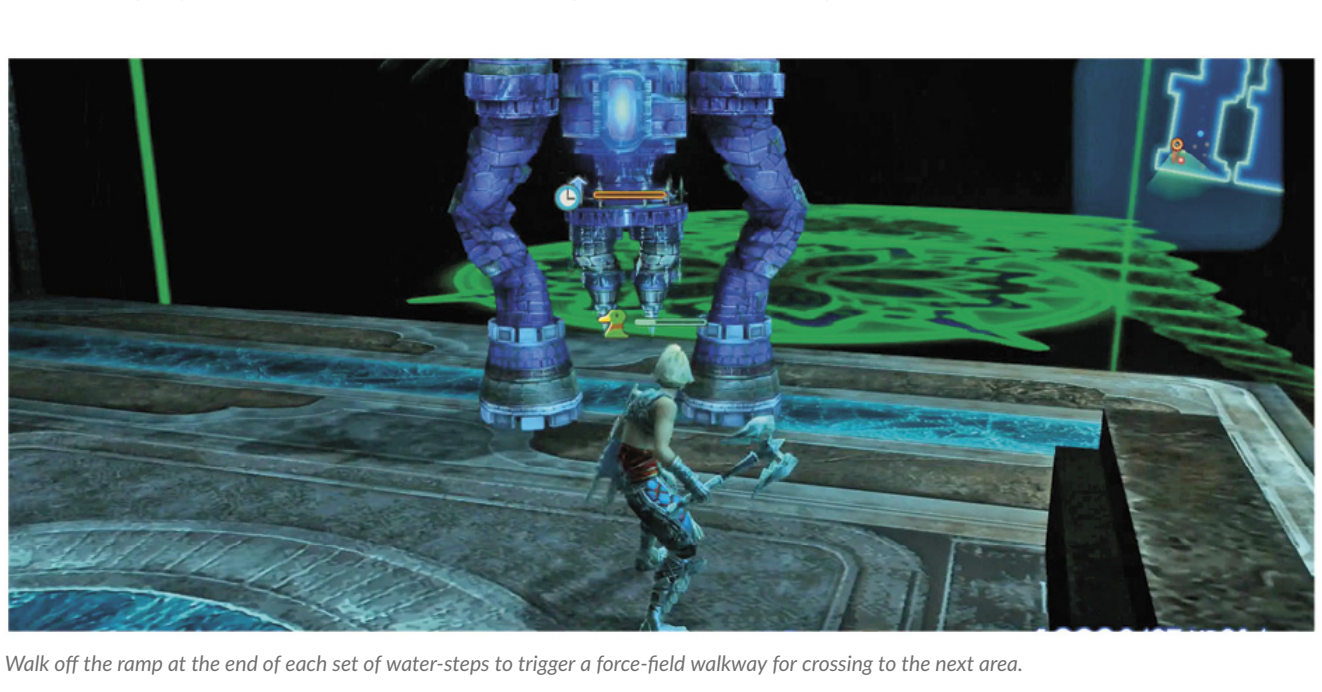
Behemoths tend to patrol in packs. They are weak against the Ice element, however, so if you have Blizzaga in your arsenal, you can deal big damage to multiple Behemoths.

Grisly Giruvegan

Tough enemies guard each platform and ramp on the ancient water-steps. Behemoths, Gargoyle Barons, and a status-ailment nightmare of the Malboro species known as a Vivian are some of the foes protecting the platforms. It is easy to get overwhelmed in this situation, especially if the Vivians spew Stop, Sleep, or Immobilize on multiple party members. Try to lure single enemies away from the pack and fight them one at a time.

Touch the Avrio Gate Stone to deactivate the Gate Avrio barrier. Next, go south down that ramp and then south again down the next one. Fight through a pair of Mythril Golems and use the Chthes Gate Stone to open the next gate on the ramp system. Go north and climb back up one ramp, then turn left and descend the other side.

Continue working your way down the ramps until you reach what seems like the end of the final platform. Defeat the two Mythril Golems stationed there, then simply walk off the south edge of the platform. Upon doing so, a green walkway appears beneath the party. Follow it over to the next set of ramps, the Aadha Water-Steps.



Walk off the ramp at the end of each set of water-steps to trigger a force-field walkway for crossing to the next area.

Aadha Water-Steps

This area is similar to the last area, with magick gates to deactivate, but the Gate Stones are more scattered this time. There are three Gate Stones, but you only need to deactivate one unless you want the treasure in the upper west area.

Treasure Crystals

The treasure coffers look different in the old city, as they're crystal-shaped and float. Don't pass them by!

Vaan 3437 3437 MP 308
Balthier 2321 2321 MP 318
Basch 2407 2407 MP 397

Fight your way down the first ramp to the Paron Gate Stone, which is protected by two more Mythril Golems. Gate Paron itself is not the nearby gate, but rather the gate down below to the west. Use the Paron Gate Stone to open the Gate Paron and eventually gain access to the treasure. Descend the ramp heading northeast.

Work your way back and forth down the ramps to the next Golem-guarded switch, the Parelthon Gate Stone. You can switch this one off or not; it opens the gate back up at the top of the area. Continue down the ramp to see the last gate in the area, Gate Tychi. This is the only gate you must open to move onward. Its gate stone is located up the next set of ramps.

Fight your way up to the Tychi Gate Stone and touch it to switch off the gate. If you opened the Gate Paron earlier, you can continue up the ramp to the treasure crystal, then return to the Gate Tychi (now deactivated) and go on through. Upon reaching the end of the last platform, step off again to trigger a green floating walkway. Follow it downward to trigger a short event in which the team considers their ultimate destination in the city as they gaze across the chasm at the Great Crystal.

The next area, the Haalmikah Water-Steps, features a much-needed Save Crystal. Go through the Bulwark Chronos, use the crystal, and open the Bulwark Hemera to enter the next area, called Gate of Fire.

Find the Hidden Ramp

The Gate of Fire area seems like a tricky maze, but there's actually a very simple solution to it. The secret is to trigger another green walkway that leads to a Way Stone. (A quick peek at the maps in this section will save you a lot of time wandering around.) To find it, climb up the second narrow ramp on the left after your arrival in the area, then turn right at the top.

Stay close to the right-hand railing until you reach a section where there's no railing. Doing so triggers the extension of another floating green ramp. It extends to the northeast, toward the Great Crystal.

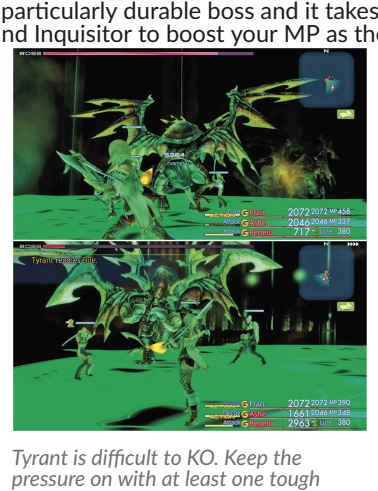
What comes next isn't so easy. It's another boss battle! Cross the green walkway to a large floating platform, and prepare to meet the Tyrant. He dissolves the walkway while swooping in, leaving the party no choice but to fight.

The ramp from the Gate of Fire extends from the only spot in the area where there's no railing. Follow it out to the Tyrant's platform.

Tyrant

LVL	HP	EXP	LP	STEAL
43	180428	0	33	N/A

Of the utmost importance is the fact that a magick field has negated the use of any technicks! So if you regularly use Charge or some other technick, kiss it goodbye for now. Hopefully, you just saved your game at the Haalmikah Water-Steps so your team should be fully charged. However, Tyrant is a particularly durable boss and it takes a long time to wear him down. Try to rely on movement and license upgrades like Martyr and Inquisitor to boost your MP as the fight wears on.



Tyrant is difficult to KO. Keep the pressure on with at least one tough fighter and make sure to use Protect, Haste, and Cure on that character.

Start by casting Dispel on Tyrant, then just go into your regular attack patterns. This fight requires patience and careful attention to health bars. Send in one hard-hitting melee fighter and support him with two casters who keep everyone healed and imbued with Haste and Protect. (Or, you can try two melee fighters and one support character, which is riskier but considerably quicker.) Blizzaga attacks are very effective against Tyrant, because of his weakness to the Ice element. Unlike the last boss fight, you won't see many status ailments. Watch out for Sap and be ready with Regen.

As always, if you can manage to hold a party in reserve with Quickenings and multiple Mist Charges, you can bring them in when the Tyrant's HP drops below 20 percent. A good Quickening chain at that point can wipe out his health in one fell swoop.

Raise the HP Bar

Tyrant tends to focus on one target for long stretches and occasionally unleashes brutal attacks that inflict a huge amount of damage. To keep allies from getting KO'd, go into your gambits and raise the curing threshold a bit higher (to "Ally: HP<60%" or even more) to make sure nobody's HP drops too low. It's also worth adding Bubble to the list of buffs, along with staples like Protect and Haste.

A Way Stone appears on the platform after Tyrant finally falls. As after the last boss fight, you should backtrack to the last Save Crystal to heal up and save your game. After doing so, return to the new Way Stone and use it to teleport to the next area, the Great Crystal.

Navigate the Great Crystal Maze

The party arrives at a place called "A Prama Vikaari." The Way Stone here is numbered VIII. Also note that the Mini-Map disappears and your Location Map displays only a vague image of the Great Crystal! But don't despair, as you can always refer to this area's maps in this guide. The party arrives in the Great Crystal without maps. The first goal is to switch off Gate Scorpio.

Fran 2072 2072 MP 374
Ashe 2046 2046 MP 353
Penelo 2963 2963 MP 380

Some magick walkways lead up, while some lead down. Take the one leading down from the first platform, A Prama Vikaari, to reach Kabonii Jilaam Pratii'vaa.

Crystal Secrets

Check out the "Secrets" section to learn more about the naming system of the various areas in the Great Crystal.

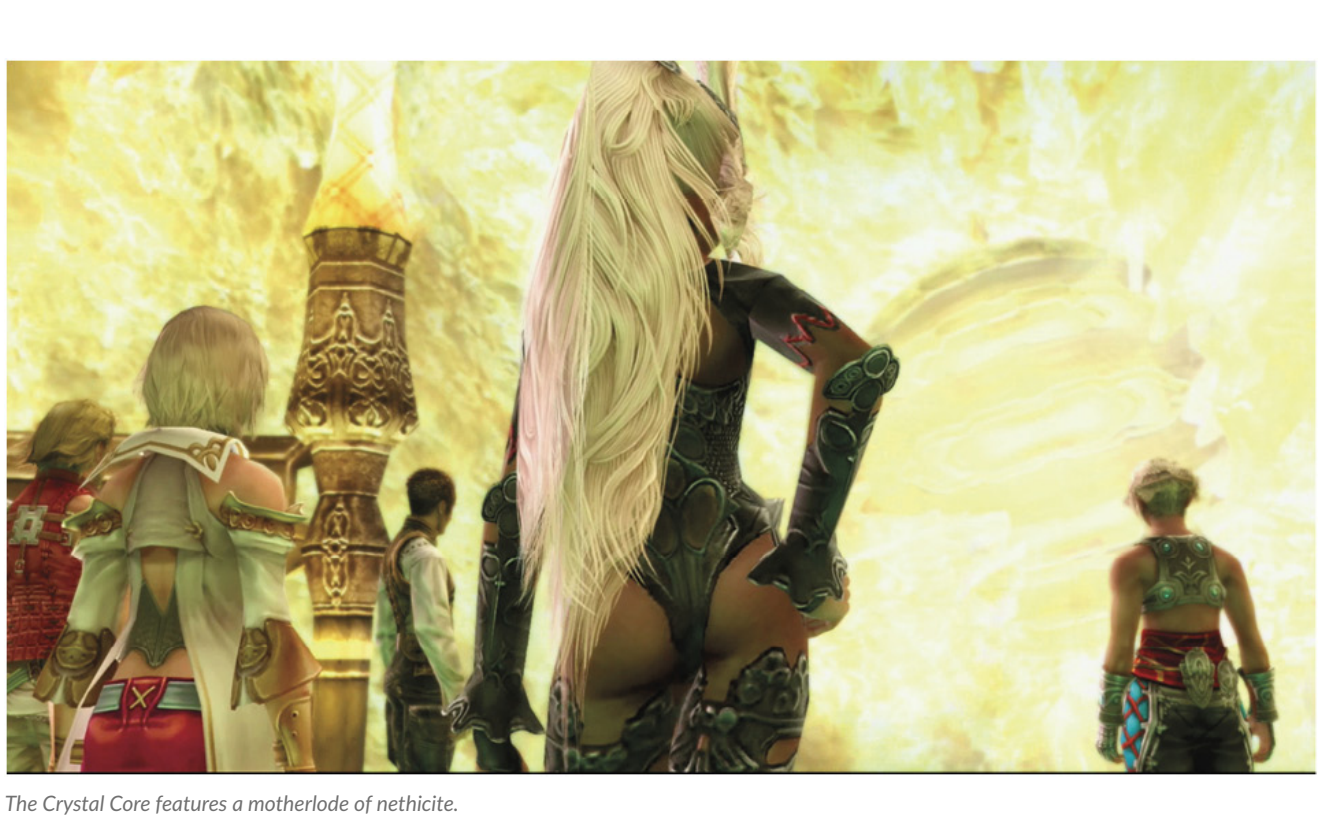
Now complete the following steps:

- Start by facing the barrier (called Gate Scorpio), then turn left and walk through the gap in the railing to trigger a magick walkway leading down. (The other opening in the platform triggers a walkway leading up; don't take that one.) Continue down the walkway to the next area, the melodiously named Kabonii Jilaam Pratii'vaa.
- Defeat the Ose pair and grab the crystal treasure. You will likely set off explosive traps (or cast Float to avoid the traps), but the treasure is well worth it. Exit via the only other gap, heading down to the next area, Kabonii Jilaam Avaa.
- There's nothing in this area but a couple of more Oses. Take the only other exit down to the next area, Dha Vikaari Bhrum.
- Use Way Stone VII to teleport to the next area, A Vikaari Kabonii. This takes the party to Way Stone VI. There are three openings on one side of the platform. The right path leads down to a closed barrier, Gate Cancer. So take the left path, which leads down to an area called Sthaana Cancer.
- In Sthaana Cancer, defeat the two Mythril Golems and use the Cancer Gate Stone to open Gate Cancer. Go back up the way you just came, returning to A Vikaari Kabonii. Watch out for a lone Reaper on the way.

The Great Crystal / A Prama Vikaari

Who could've built this place?

- Take the other downward path to Bhrum Pis Pratii. Gate Cancer has been switched off, so you can enter the platform. Go straight across and exit the other side, heading downward to Dha Vikaari Trahk.
- Use Way Stone V to teleport to Way Stone IV in the A Vikaari Bhrum area.
- You should see a gate barrier called Gate Pisces. You need to deactivate this gate. Exit via the path that leads down (not up), as it descends to the Trahk Pis Praa.
- Take the only other exit here, leading down to Sthaana Pisces and a gate stone.
- Use the Pisces Gate Stone to deactivate Gate Pisces.
- Now backtrack up to Trahk Pis Praa, then up to A Vikaari Bhrum (where you arrived at Way Stone IV) and turn left. Gate Pisces is gone, so take that exit down to the next area, Dha Vikaari Jula.



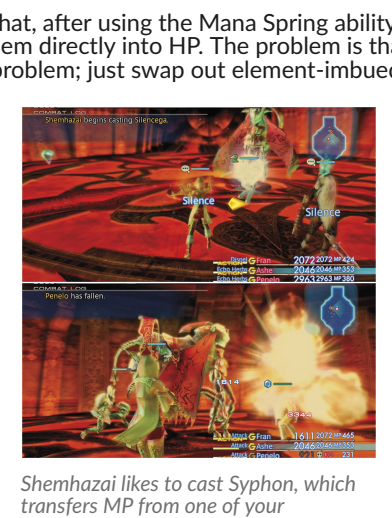
The Crystal Core features a motherlode of nethicite.

- Use Way Stone III to teleport to Way Stone II in the Crystal Core and watch a brief event as the party views the nethicite in the crystal.
- Take the only exit down to the platform with the Save Crystal and save your game. After doing so, use Way Stone I to teleport out of the Great Crystal to a new Giruvegan location, the Gate of Wind. (You'll find this location on the first Giruvegan map in this section.)
- Walk forward and open the gate named Bulwark Minas and say hello to the Esper Shemhazai.

Shemhazai, The Whisperer

LVL	HP	EXP	LP	STEAL
45	91136	0	47	Sagittarius Gem, Hi-Ether, High Arcana

The important thing to know in this fight is that, after using the Mana Spring ability, Shemhazai is weak against one element but can absorb all other elements, turning them directly into HP. The problem is that her element of weakness is random. If you tend to focus on physical attacks, this is no problem; just swap out element-imbued weapons, and do not use elemental attack spells (Fire, Water, Wind, etc).



Shemhazai likes to cast Syphon, which transfers MP from one of your characters to her.

If you want to cast spells, use Green or Time magicks. A good Quickening chain works wonders, too, especially when Shemhazai is running low on HP.

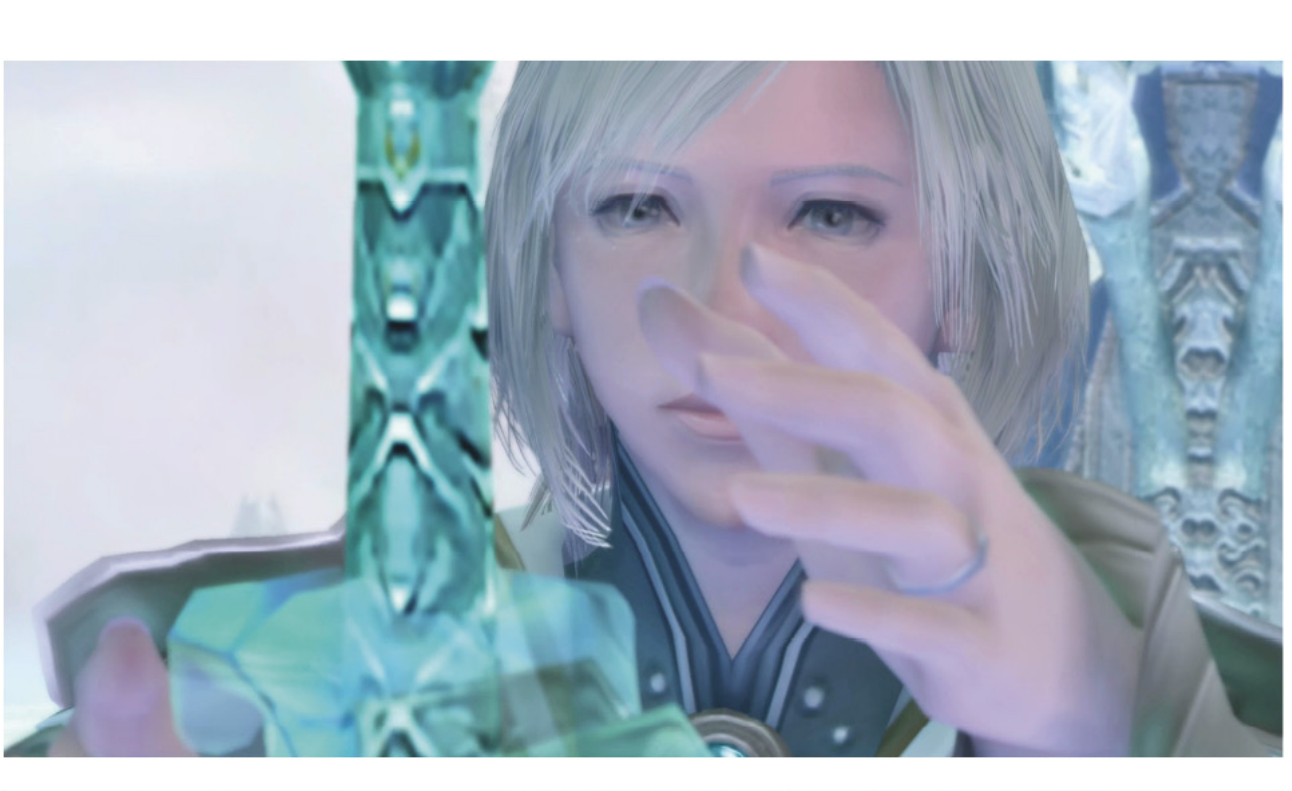
By all means, open with a quick cast of Dispel to knock off her Haste. Watch out for her regular attempts to Silence your party. Make sure everyone has a Vox or Echo Herbs gambit set above their attack gambits. Her durability is good but not great, so if you keep up solid attacks and heal properly, this battle can proceed with no major surprises. When Shemhazai's HP drops to critical ranges, she'll cast Silencega, in addition to causing the Disease status with her regular attacks. Be ready to distribute Echo Herbs to at least one ally so he/she can un-Silence the others. A Cleanse/Serum gambit is very important for this fight, so set one up.

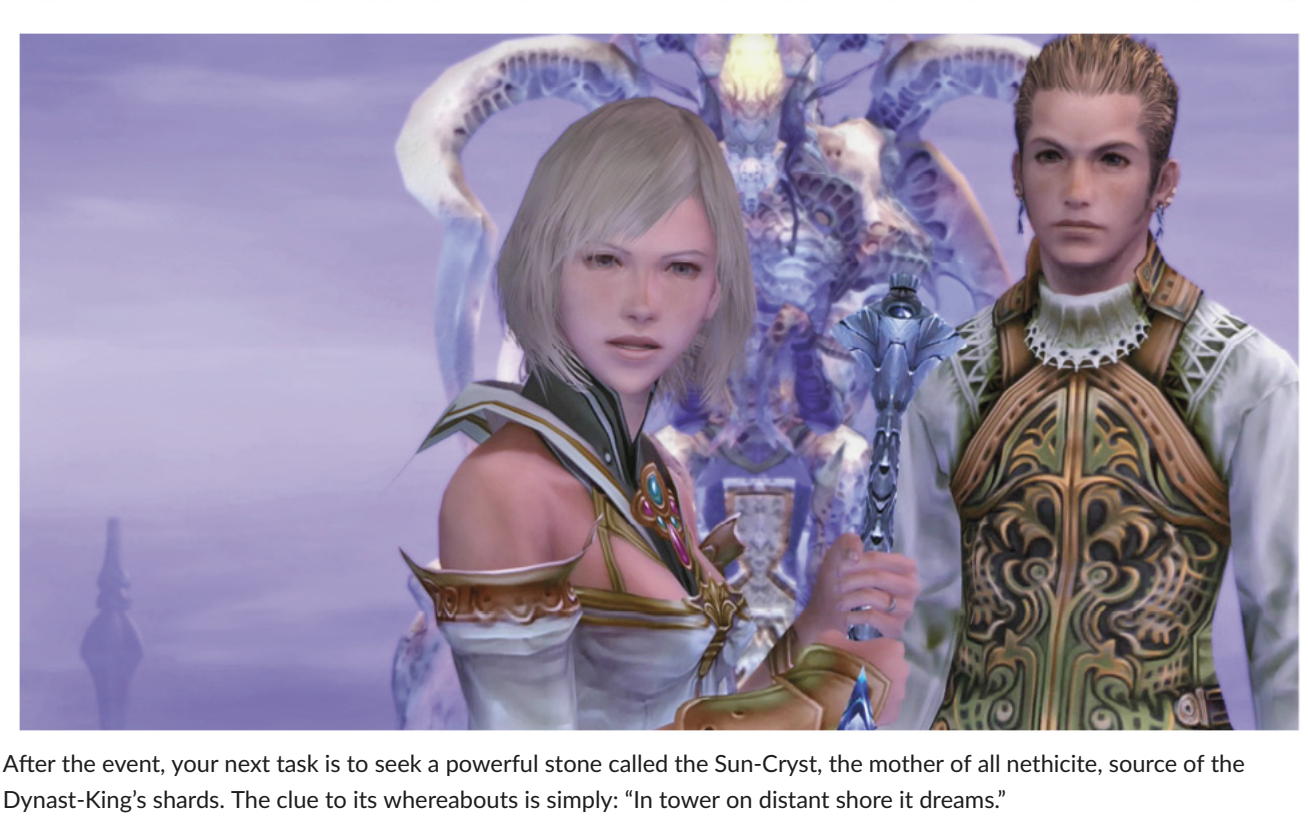
Vox Your Populace

Make sure everyone has an anti-Silence gambit, whether it's using Vox or Echo Herbs.

When you emerge victorious, you gain the ability to summon Shemhazai after you unlock her square on the license board. Proceed south to the Bulwark Aeon and open it. Continue on to the Empyrean Way Stone and read its inscription, then touch the device to trigger a long series of events.

Pay close attention as several deeper truths are revealed to Lady Ashe for the first time in a meeting with the true movers of recent events. Ashe is given the Treaty-Blade, which now appears in your inventory. Lastly, you learn more about Venat, Dr. Cid's "ghostly mentor."



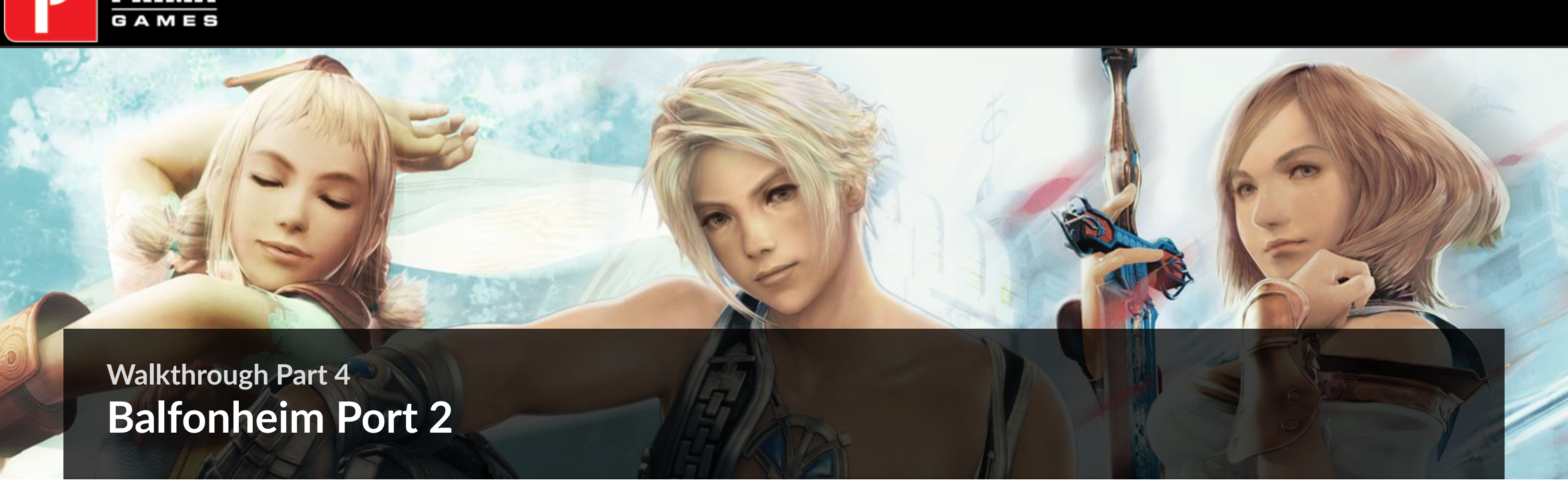


After the event, your next task is to seek a powerful stone called the Sun-Cryst, the mother of all nethicite, source of the Dynast-King's shards. The clue to its whereabouts is simply: "In tower on distant shore it dreams."

Then you see another event in the Imperial City of Archades with two brothers, Judge Gabranth, the good Dr. Cid, and his "spiritual advisor." Now you know who the main players are in this tale and how much is at stake.

Return to Balfonheim

When control returns to you, use the Way Stone to teleport back to the Gate of Earth outside Giruvegan. Walk to the orange Save Crystal and teleport back to the Port of Balfonheim.



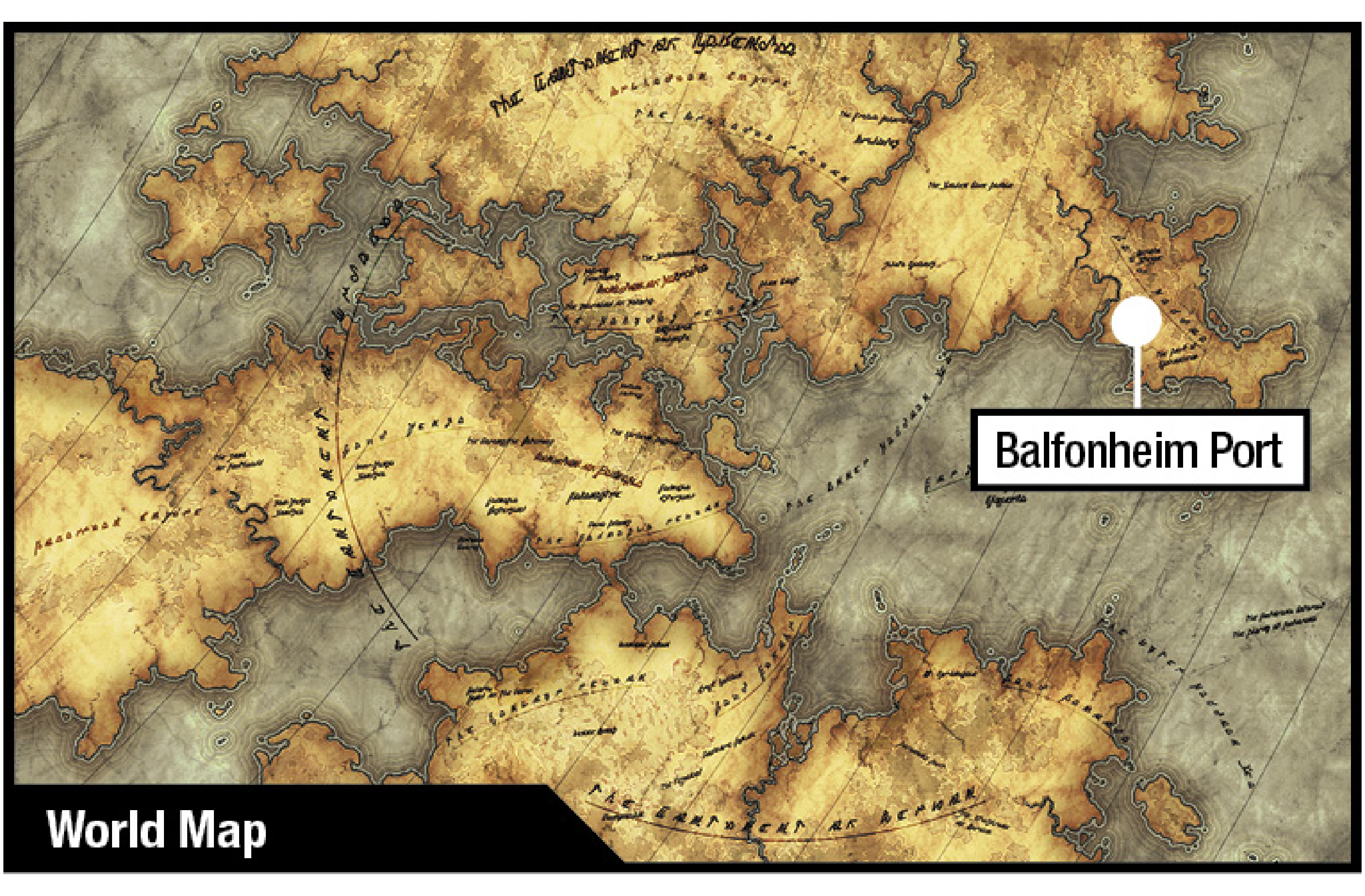
Walkthrough Part 4

Balfonheim Port 2

OBJECTIVE

Seek Reddas in Balfonheim Port

Beef up your party at the port stores, then visit Reddas at his residence.



Action Checklist

1. Shop to upgrade your party's abilities and equipment.

2. Go to the Reddas Manse.

3. Take the Strahl to the Ridorana Cataract.

Shop and See Reddas

You should have a lot of LP to use and plenty of loot to sell after the trek across Giruvegan. Check all of the shops and balance out your party with new equipment and magick. Graviga, Shock, and Arise are big upgrades available in the magick shop. When you're finished, head for the red 'X' on the area map in Saccio Lane at the far southwest end of town. When the party arrives, talk to the Manse Watch fellow to gain entrance to Reddas's sanctuary.

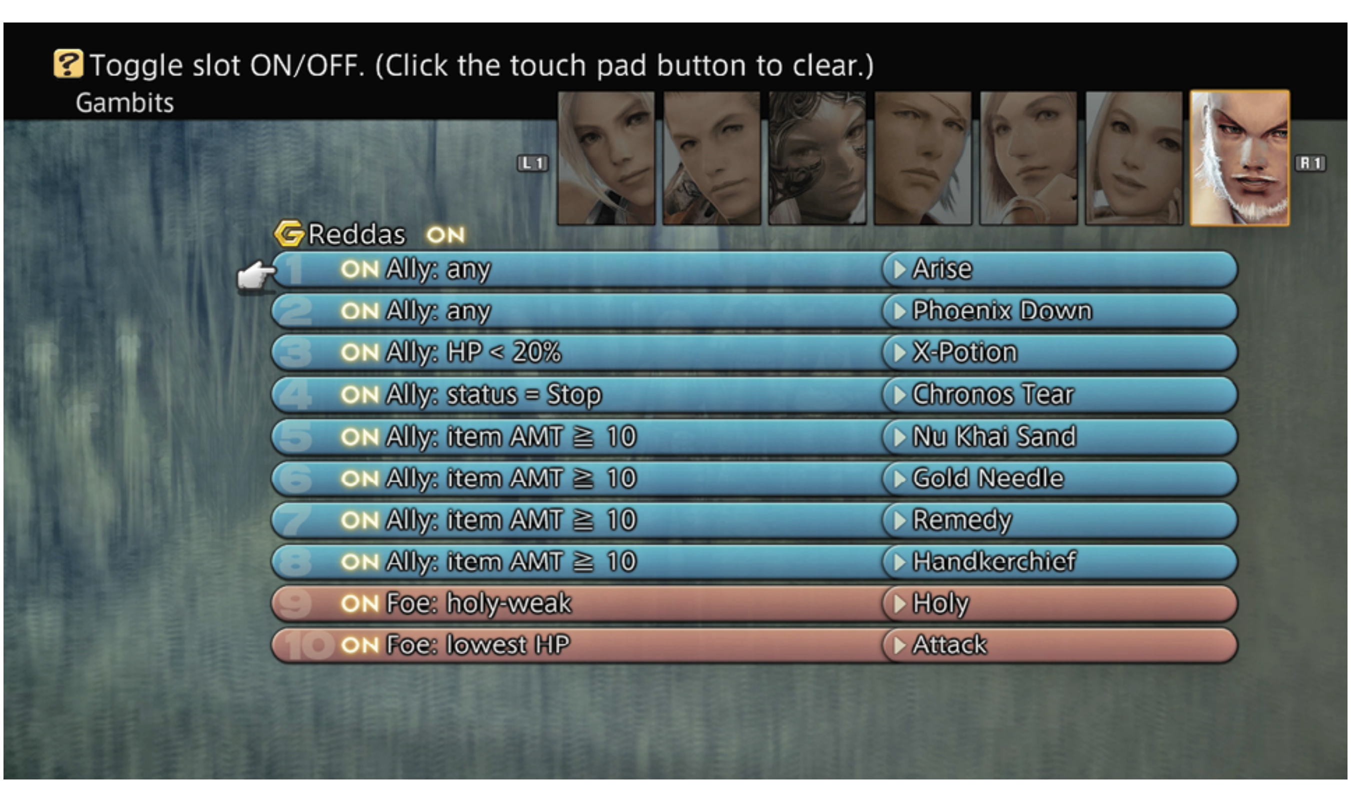
Reddas issues orders to his team of Rikken, Raz and Elza, sending them out on urgent business. Afterward, Ashe and the rest of your party report to him on what they learned at Giruvegan.

Plans are laid for a journey to the Ridorana Cataract and the towering Pharos lighthouse. These seas are deep in jagd, but Reddas offers Balthier a rare skystone made to resist jagd. It may power an airship through areas that are normally impenetrable.

After the event, Reddas joins your party as a guest. Vaan speaks with Rikken, Raz, and Elza and learns that the Strahl is ready for flight at the aerodrome. Raz provides directions to the Pharos, southeast of Balfonheim.

Reddas the Redeemer

Yet another notorious sky pirate-turned-ally joins the battle party. Reddas is a terrific physical fighter who happens to have specific access to a couple important high-level white magick spells: Arise and Holy. Alter his gambits to your liking before shoving off aboard the Strahl.



Toggle slot ON/OFF. (Click the touch pad button to clear.)

Gambits

Reddas ON

1 ON Ally: any ▸ Arise
2 ON Ally: any ▸ Phoenix Down
3 ON Ally: HP < 20% ▸ X-Potion
4 ON Ally: status = Stop ▸ Chronos Tear
5 ON Ally: item AMT ≧ 10 ▸ Nu Khai Sand
6 ON Ally: item AMT ≧ 10 ▸ Gold Needle
7 ON Ally: item AMT ≧ 10 ▸ Remedy
8 ON Ally: item AMT ≧ 10 ▸ Handkerchief
9 ON Foe: holy-weak ▸ Holy
10 ON Foe: lowest HP ▸ Attack

Reddas is immensely helpful as a guest character with Arise access, so it's easy to recommend "Ally: any—Arise" as his top gambit. Just after that, you might put "Ally: any—Phoenix Down" so Reddas will still revive fallen allies when MP is too low for Arise. An item-healing gambit after these helps add a little critical stability to the party, like "Ally: HP < 20%—Hi-Potion/X-Potion."

His default "Attack" conditions can be trimmed quite a bit. You only need one or two Attack conditions, and they should be at the bottom of the gambit list. "Foe: lowest HP—Attack" or "Foe: party leader's target—Attack" almost always suffice for basic offense. Just before whichever Attack gambit(s) you prefer, place "Foe: Holy-weak—Holy" to exploit Reddas's access to the powerful dark-crushing magick.

Following this advice, Reddas will have several spare gambits in between revival/healing actions on top and attacks on bottom. Fill these slots out with situational status-restoring actions using disposable items. Reddas has the Remedy Lore 1 license, allowing him to remove Blind, Poison, Silence, and Slow with one Remedy gambit. Fill out other gambits with Chronos Tear for Stop, Golden Needle for Petrify, Nu Khai Sand for Confuse, and so on as desired.

Last Deep Breath Before The Plunge

Heading into the final act of FINAL FANTASY XII, now is a great time to reevaluate your team, building it up a bit if necessary.

Anchor
Vaan 4010 Lure 368
Charge Balthier 4159 4159 MP 46
Fran 4684 4684 MP 612
Reddas 3101 3101 MP 365

The coming journey toward (and up) the Pharos Lighthouse is a grueling series of dungeon-crawling segments and boss battles, surpassing anything you've seen yet by more than triple. Pharos isn't the end—after events at the mysterious lighthouse, there will be more adventure still, but only one new, treasure-and-hunt-filled location.

Almost all locations, side quests, and hunts are available now, along with the Phon Coast hunt club. With Reddas tagging along (for now), you'll have a couple extra sword arms for tackling these challenges. And Reddas lends his scimitars just when jaunty world travel has never been easier, as Dyce sells Teleport Stones in Balfonheim, and Balthier's gallivanting Strahl is freshly refurbished and awaiting orders at every aerodrome and anchor point (now freshly inked on your maps).

While Pharos isn't the end, no guest characters are present for events after Pharos. That means if you want to take advantage of Reddas, now is the time. Especially if you want to tackle Trial Mode, we even recommend making a separate Save File, on which you don't intend to clear the Pharos. (You can almost completely explore the Ascents of the Pharos. Just don't advance all the way through.) Instead of clearing the lighthouse and continuing to the events at the end of the main adventure, this Save File's progress can be used to build up your team to extremely high levels. You can fully explore zones like the Necrohol of Nabudis and Zertinan Caverns, while completing as many hunts and rare game takedowns as possible, and grinding the party's EXP levels. The point of this is to get the party up to very high levels, so you can take them into Trial Mode with Reddas as a huge helping hand.

Of course, whenever you clear Trial Mode with this party, you can still return to the Pharos, clear it, then take on the story's finale, as well as the few side quests inaccessible until post-Pharos.

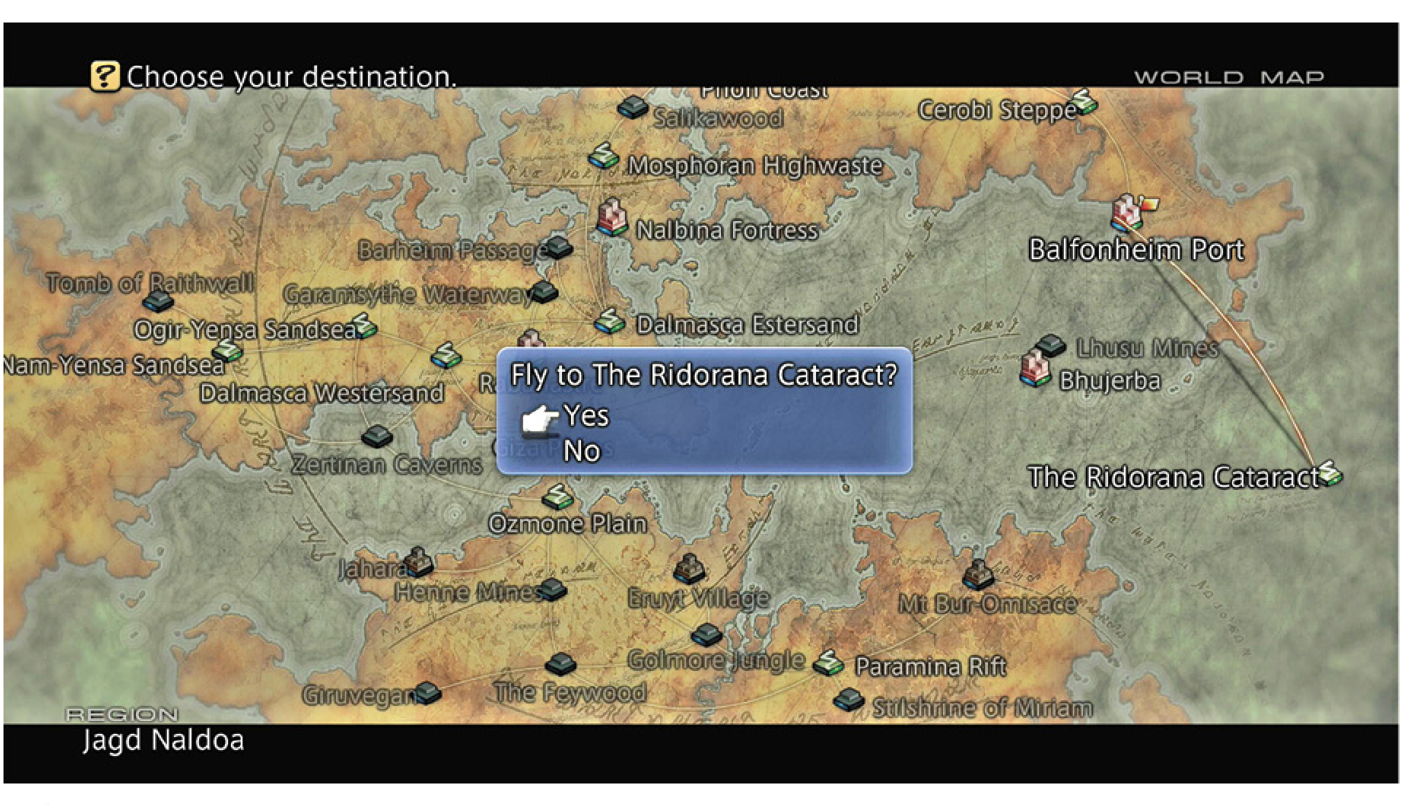
The game takes a big general jump in difficulty from here on out. If the battle party isn't around level 40 on average, the going gets tough. Luckily, the Ridorana Cataract is an excellent spot to level up rapidly, with a Save Crystal available on either end for instant HP/MP/Mist Charge refills.

Going forward in the main adventure, the party should be level 40-45 or greater. For side quests, the sky's the limit; there are challenges to be found even for max-level parties.

Ivalice is a sprawling land, and there are many zones you might not have visited by now, zones filled with ghastly monsters and sparkling treasure chests holding technicks, spells, and equipment you don't yet have. There are sections of the Barheim Passage, Lhusu Mines, and Henne Mines that you may have skipped over or were inaccessible before. The Esper Adrammalech prowls an open cave expanse not far into the Zertinan Caverns, just under the Sandseas, among many other, more hidden Espers to be found and recruited. And perhaps you still haven't discovered the foreboding and notorious regions of the Nabreus Deadlands or the Necrohol of Nabudis.

Fly to the Ridorana Cataract

Head for the aerodrome, which is located in the southeast part of town in the Chivany Breakwater district. Inside, talk to the "Private Airships" attendant, the woman in the green dress at the counter next to the Save Crystal. When she asks if you'd like to board, answer "Yes." When the map appears, select "The Ridorana Cataract" in the Jagd Naldoa as your flight destination.

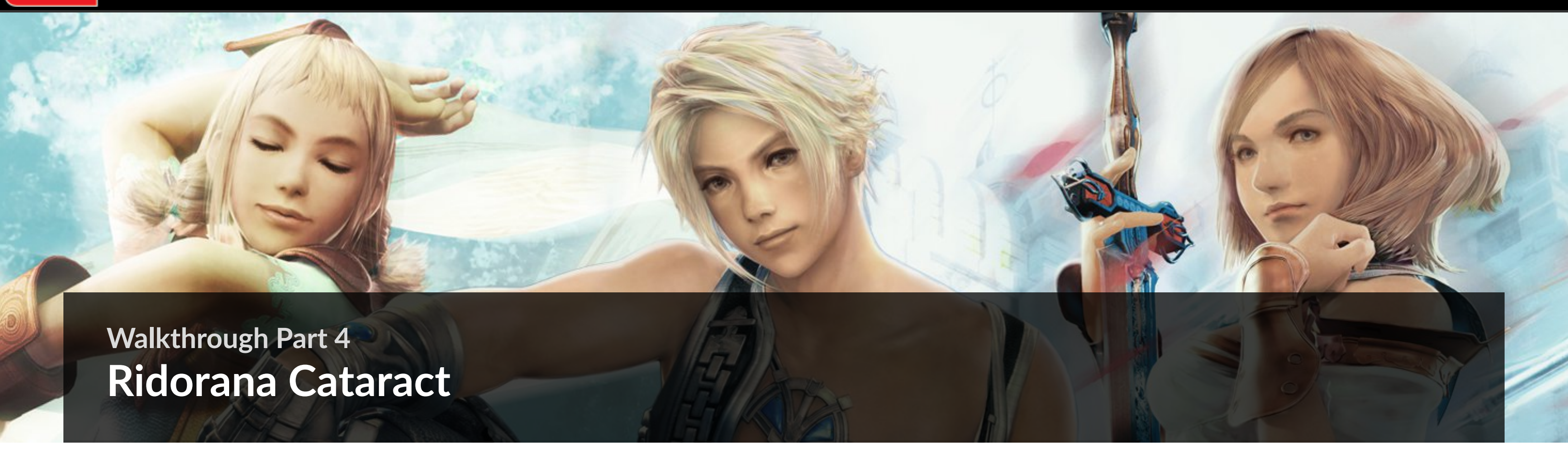


Choose your destination.

Fly to The Ridorana Cataract?
Yes
No

The "Private Airships" attendant at the aerodrome can get you squared away aboard the Strahl. Select your destination: the Ridorana Cataract.

After a stunning flight and arrival sequence, the party approaches the great tower of the Pharos.



Walkthrough Part 4

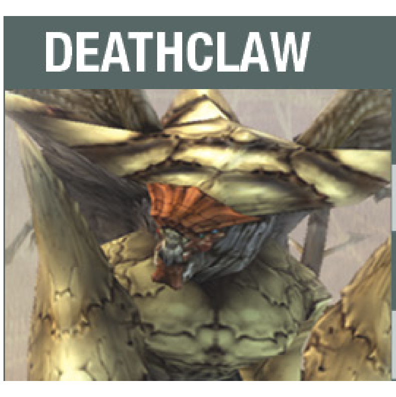
Ridorana Cataract

OBJECTIVE

Enter the Pharos Lighthouse

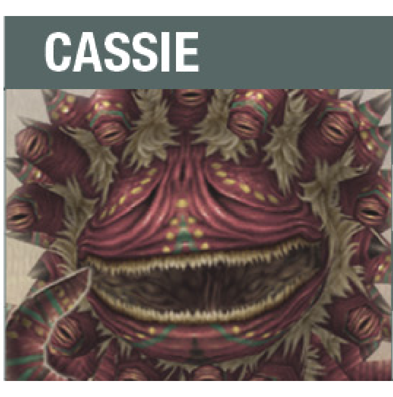
When the party arrives at the cataract island, proceed across the ruins to the Pharos lighthouse.

DEATHCLAW

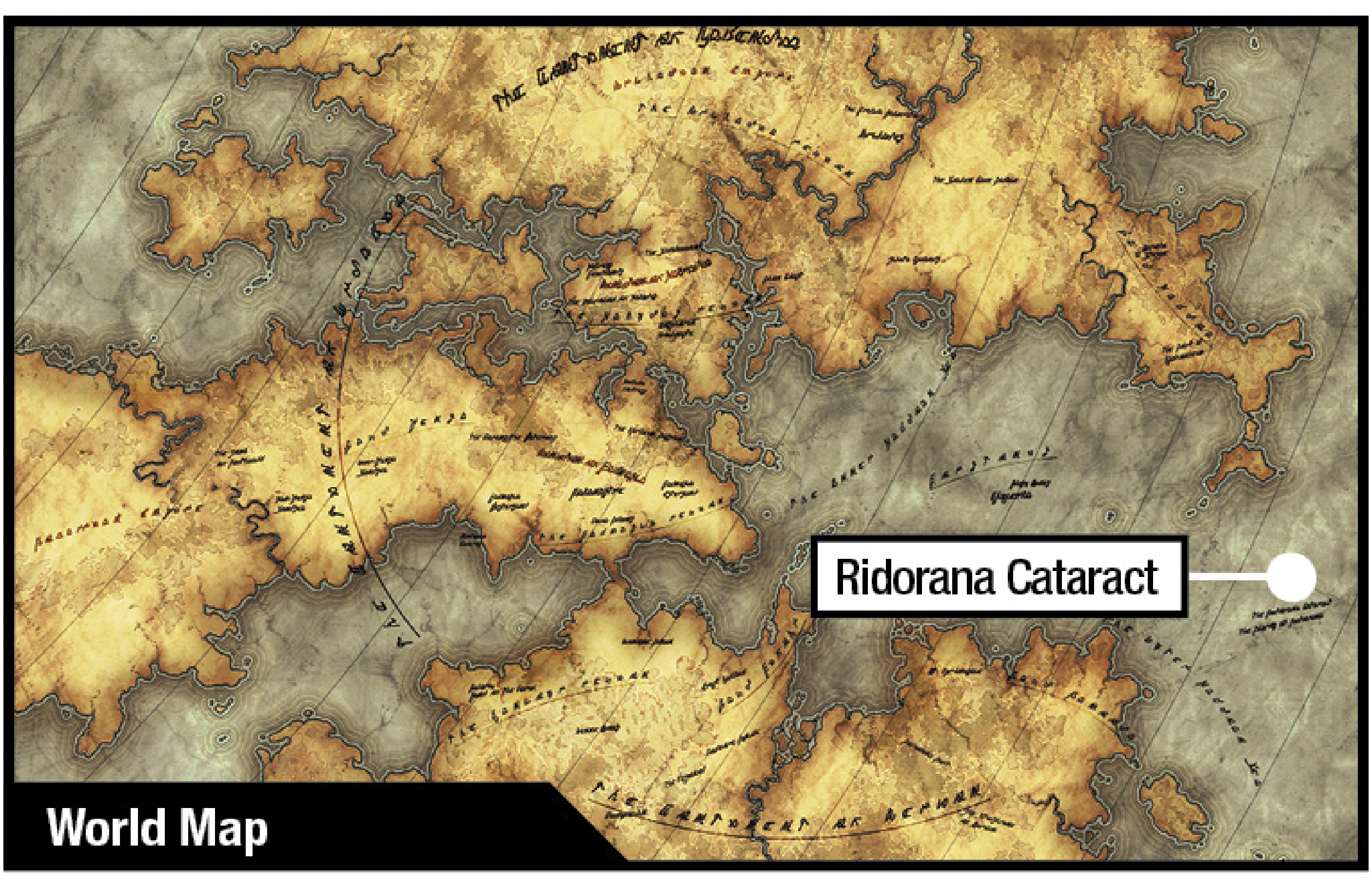


LEVEL	HP
46-48	12682-13162
EXP	**LP**
3947-4261	1

CASSIE



LEVEL	HP
46-47	8840-9080
EXP	**LP**
4357-4541	1



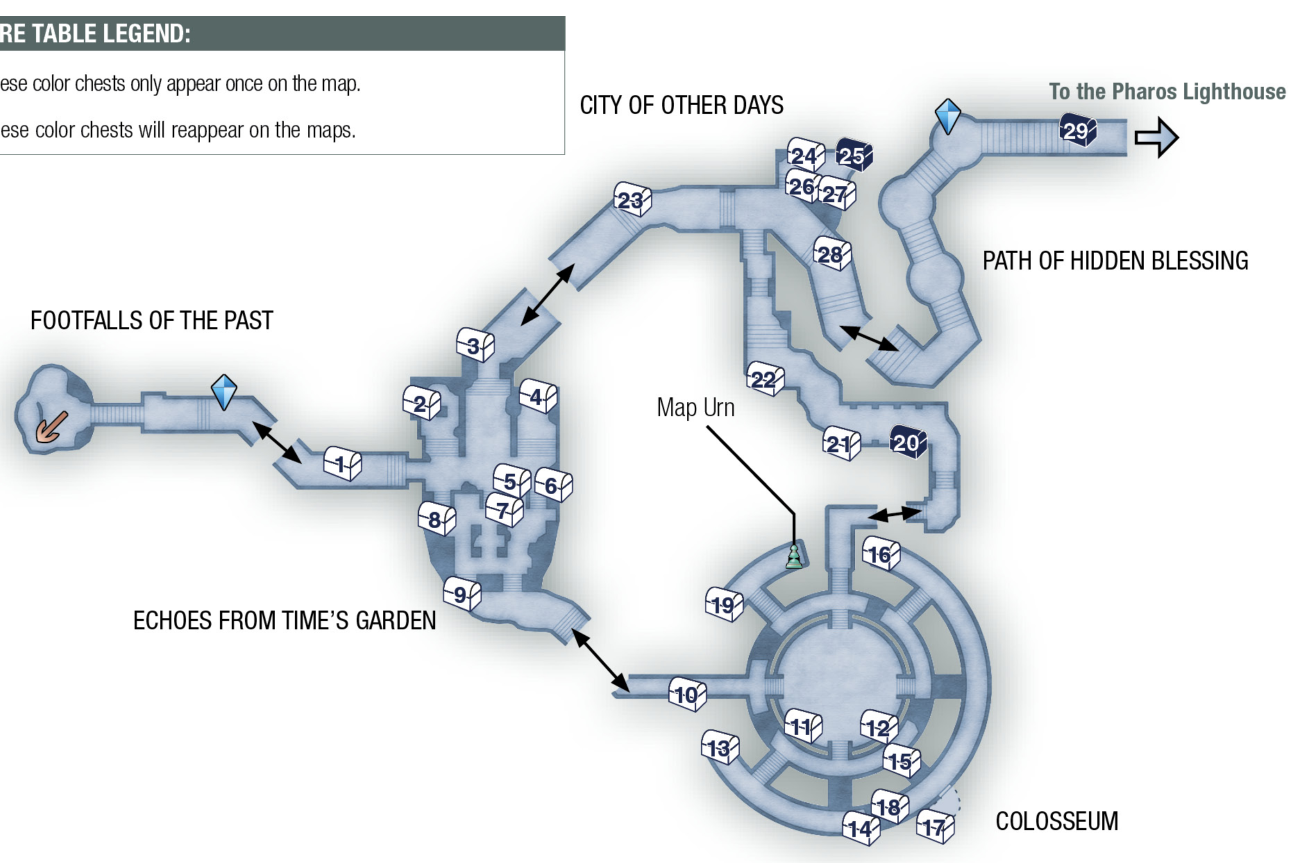
Action Checklist

1. Get to the Pharos lighthouse.

TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

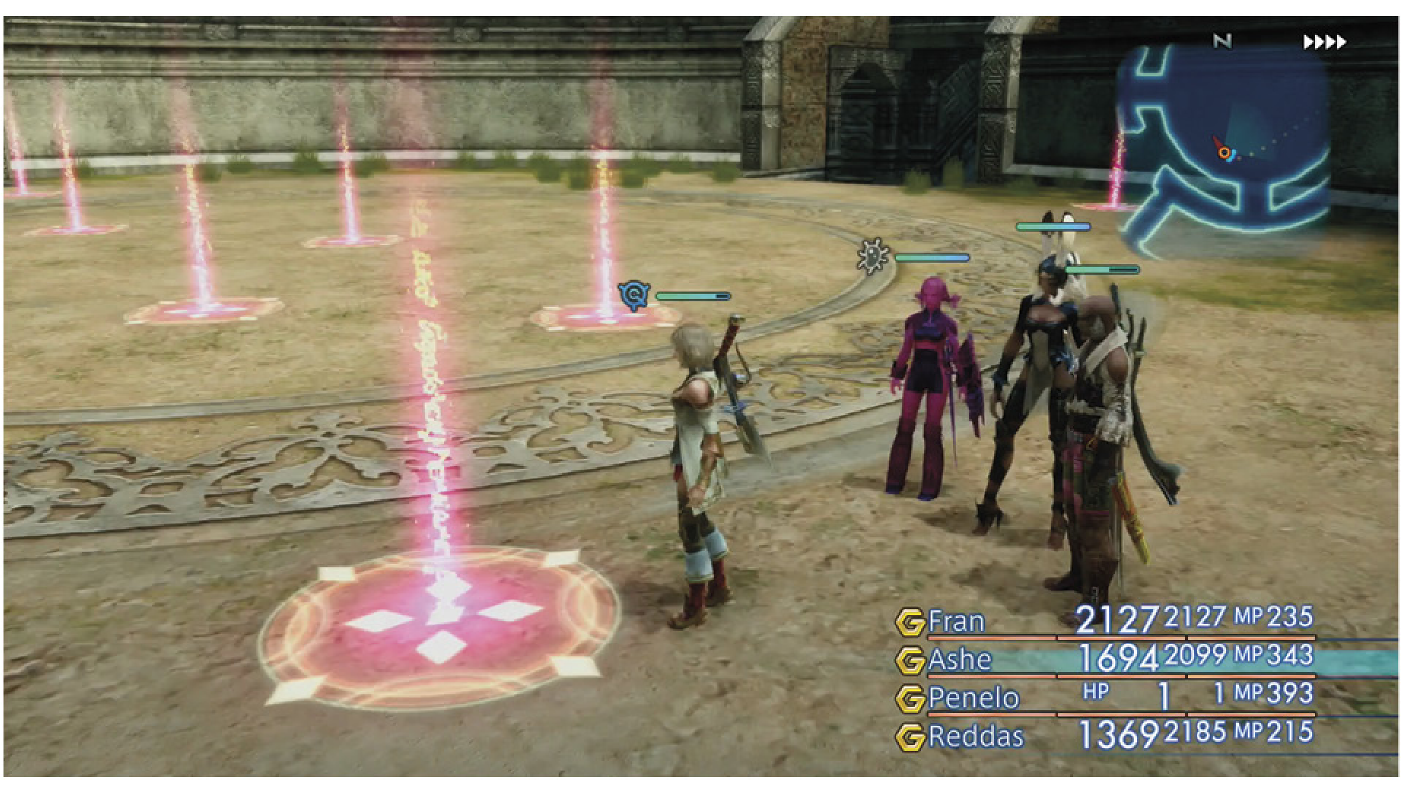


	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	75%	50%	~500	X-Potion	Chronos Tear	Knot of Rust	Meteorite (A)
2	75%	50%	~500	Hi-Potion	Cleric's Robes	Knot of Rust	Meteorite (A)
3	75%	50%	~500	X-Potion	Phoenix Down	Knot of Rust	Meteorite (B)
4	75%	50%	~500	X-Potion	Cura Mote	Knot of Rust	Meteorite (A)
5	75%	50%	~500	Hi-Potion	Gigas Chestplate	Knot of Rust	Meteorite (A)
6	75%	50%	~500	Hi-Potion	X-Potion	Knot of Rust	Meteorite (B)
7	75%	50%	~500	Hi-Potion	Gigas Hat	Knot of Rust	Meteorite (A)
8	75%	50%	~500	Hi-Potion	Celebrant's Miter	Knot of Rust	Meteorite (A)
9	75%	50%	~500	X-Potion	Aeroga Mote	Knot of Rust	Meteorite (A)
10	75%	50%	~500	X-Potion	Balance Mote	Knot of Rust	Meteorite (A)
11	75%	50%	~500	X-Potion	Cura Mote	Knot of Rust	Meteorite (B)
12	75%	50%	~500	X-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
13	75%	50%	~500	Hi-Potion	Greataxe	Knot of Rust	Meteorite (A)
14	75%	50%	~500	Hi-Potion	Holy Lance	Knot of Rust	Meteorite (A)
15	75%	50%	~500	Hi-Potion	Ame-no-Murakumo	Knot of Rust	Meteorite (A)
16	75%	50%	~500	X-Potion	Aeroga Mote	Knot of Rust	Meteorite (B)
17	75%	50%	~500	Hi-Potion	Yoichi Bow	Knot of Rust	Meteorite (A)
18	75%	50%	~500	Hi-Potion	Save the Queen	Knot of Rust	Meteorite (A)
19	75%	50%	~500	X-Potion	Remedy	Knot of Rust	Meteorite (C)
20	100%	0%	—	Pheasant Netsuke	Pheasant Netsuke	Pheasant Netsuke	Pheasant Netsuke
21	75%	50%	~500	X-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
22	75%	50%	~500	X-Potion	Bio Mote	Knot of Rust	Meteorite (A)
23	75%	50%	~500	X-Potion	Balance Mote	Knot of Rust	Meteorite (B)
24	75%	50%	~500	X-Potion	Serum	Knot of Rust	Meteorite (A)
25	100%	0%	—	Gillie Boots	Gillie Boots	Gillie Boots	Gillie Boots
26	75%	50%	~500	X-Potion	Cura Mote	Knot of Rust	Meteorite (A)
27	75%	50%	~500	X-Potion	Warp Mote	Knot of Rust	Meteorite (A)
28	75%	50%	~500	X-Potion	Remedy	Knot of Rust	Meteorite (B)
29	100%	0%	—	Sweep	Sweep	Sweep	Sweep

Find a Map

Climb the stairs and save your game, then continue east into the next section, Echoes from Time's Garden. Climb the stairs to an open courtyard where you face your first foes, Deathclaws and Cassies. The Deathclaws have a Pulsar Wave attack that can Disable party members, while the Cassies spew out status ailments similar to the other Malboros.

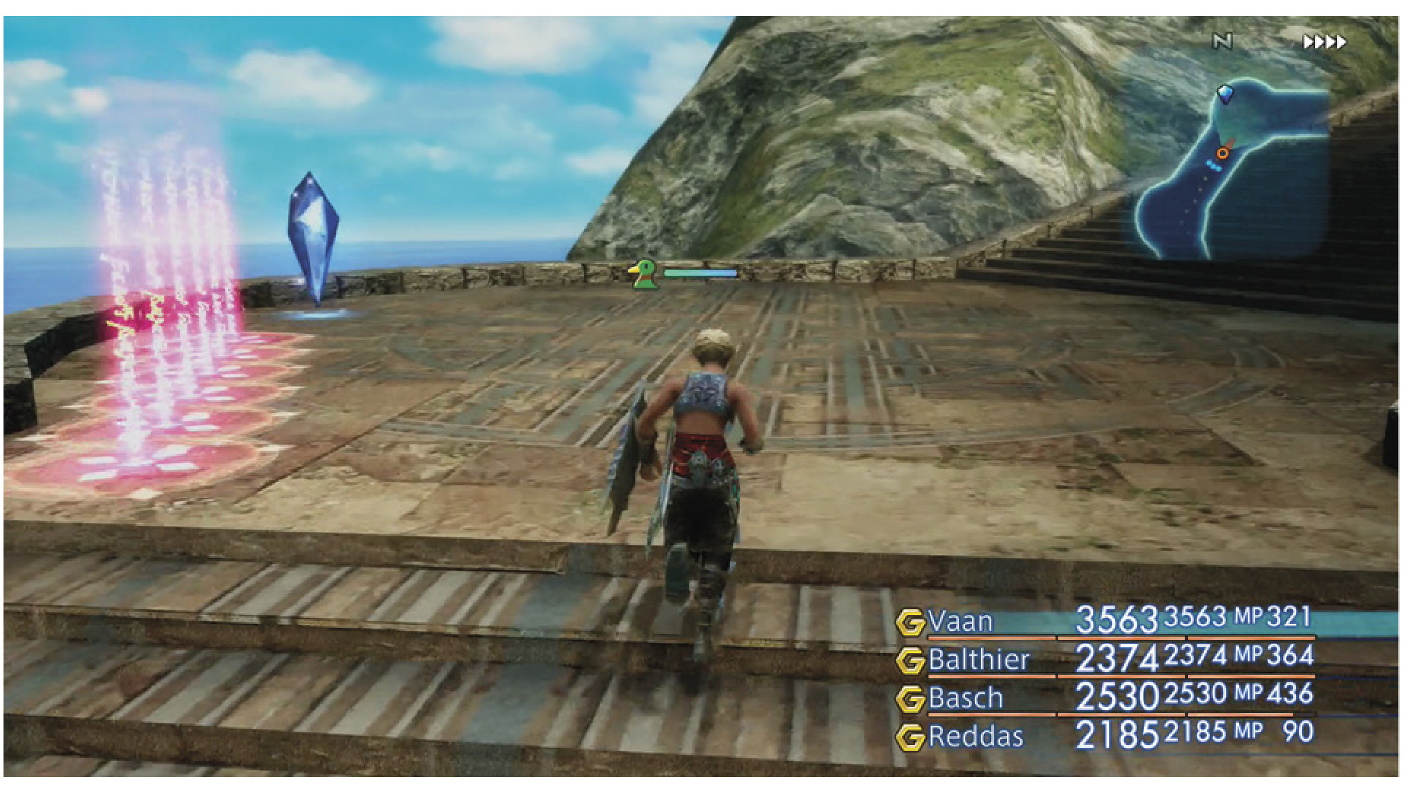
This area has two exits. Take the southern one into the Colosseum to find a bunch of treasure, plus a handy map of the area. Don't run across the Colosseum's arena unless you have a Bangle or Libra active, though, because there are eight traps. Turn left and stick to its outer perimeter while moving clockwise to the north exit. Go downstairs, take the first left, then follow the corridor to the Map Urn for a map of the Ridorana Cataract.



Don't walk across the Colosseum arena without a Float spell active, as it's heavily trapped.

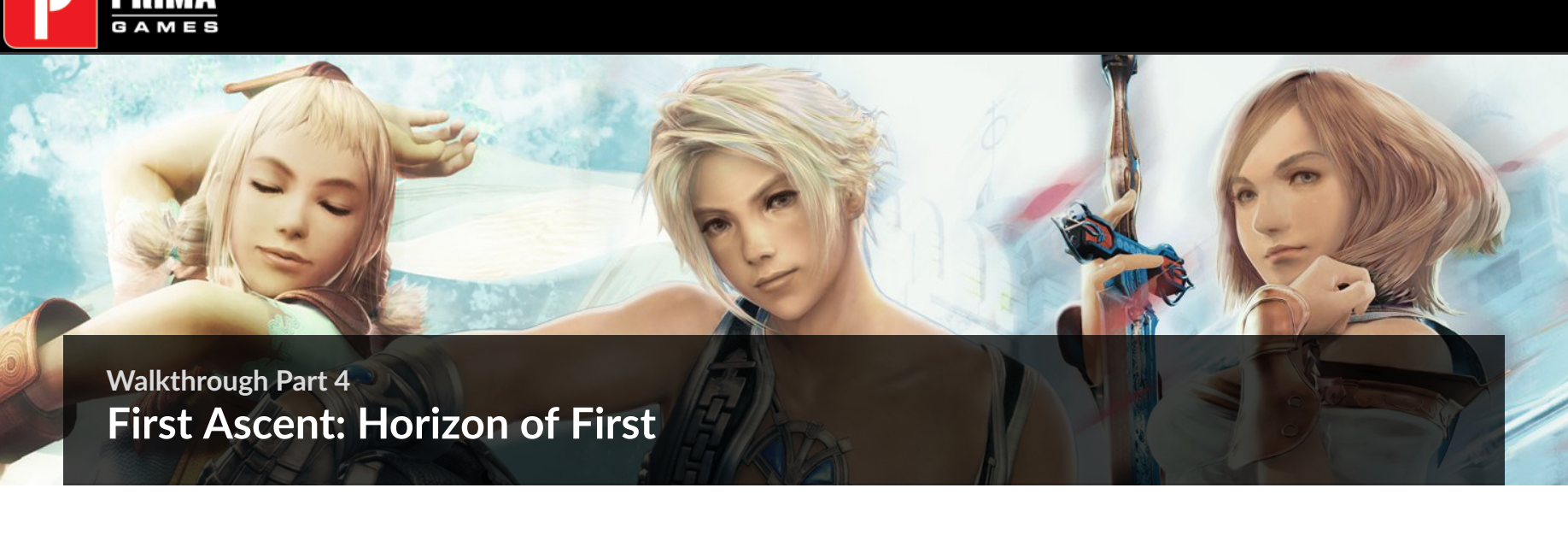
Now you can move to the east and south exit passages in search of treasure. (Don't miss the treasure in the secret room that doesn't appear on the Area Map. To access it, go through the Colosseum's east exit and follow the passage around to the southeast corner.) When you're finished, go back through the north exit and keep going north to access the next area, City of Other Days.

Follow the long corridor up to the intersection. (Watch out for a pair of Cassies around the second corner!) Look for treasure across the path and down the stairs in the sunken courtyard. Next, head southeast up the stairs to reach the Path of Hidden Blessing area. Keep climbing up to find another Save Crystal, but watch out for the line of traps. Continue upstairs to enter the Pharos lighthouse.



More powerful traps make this Save Crystal a bit precarious. If you set off some of the traps, just touch the Save Crystal and heal your party.

PRIMA GAMES



Walkthrough Part 4

First Ascent: Horizon of First

OBJECTIVE

Seek the Sun-Cryst Atop the Pharos at Ridorana

Travel up all three ascents of the Pharos lighthouse to find the Sun-Cryst.

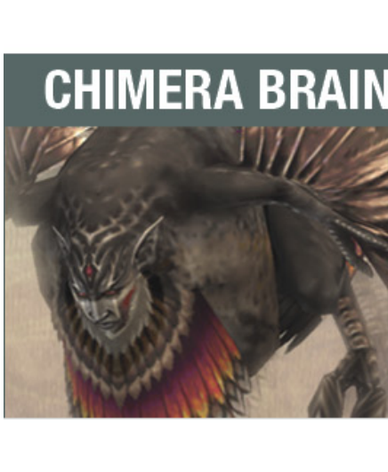
BRAINPAN

LEVEL	HP
46	15358
EXP	**LP**
3574	1

MIMEO

LEVEL	HP
46-48	10061-10541
EXP	**LP**
3115-3429	1

CHIMERA BRAIN



LEVEL	HP
45-46	9992-10112
EXP	**LP**
2917-3088	1

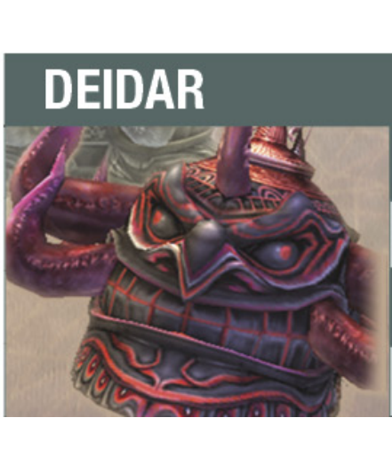
MISTMARE

LEVEL	HP
45-47	12180-12500
EXP	**LP**
4615-4967	1

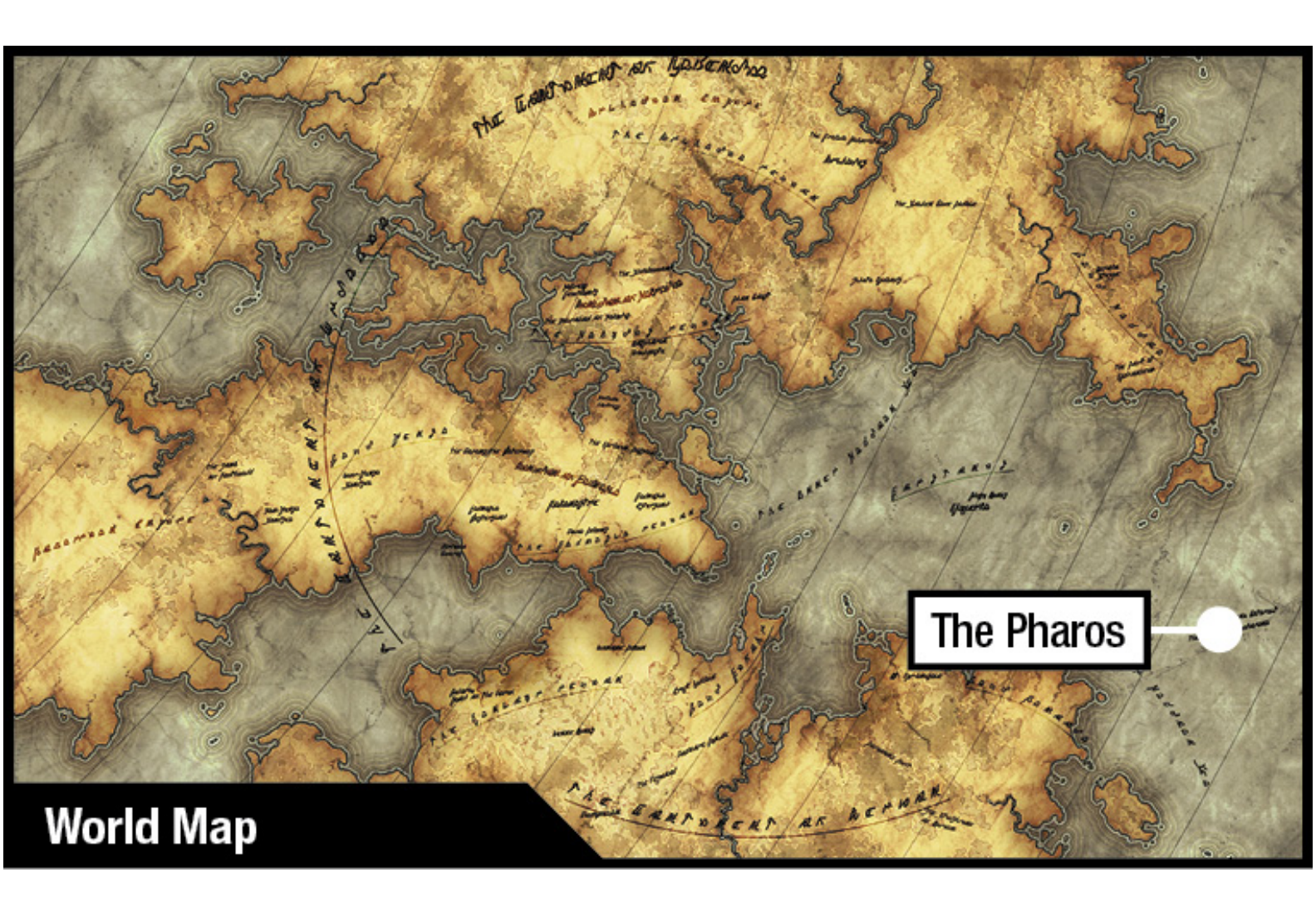
AERONITE

LEVEL	HP
49-50	18004-18684
EXP	**LP**
6156-6359	2

DEIDAR



LEVEL	HP
46	15358
EXP	**LP**
3574	1



Action Checklist

1. Defeat Hydro.

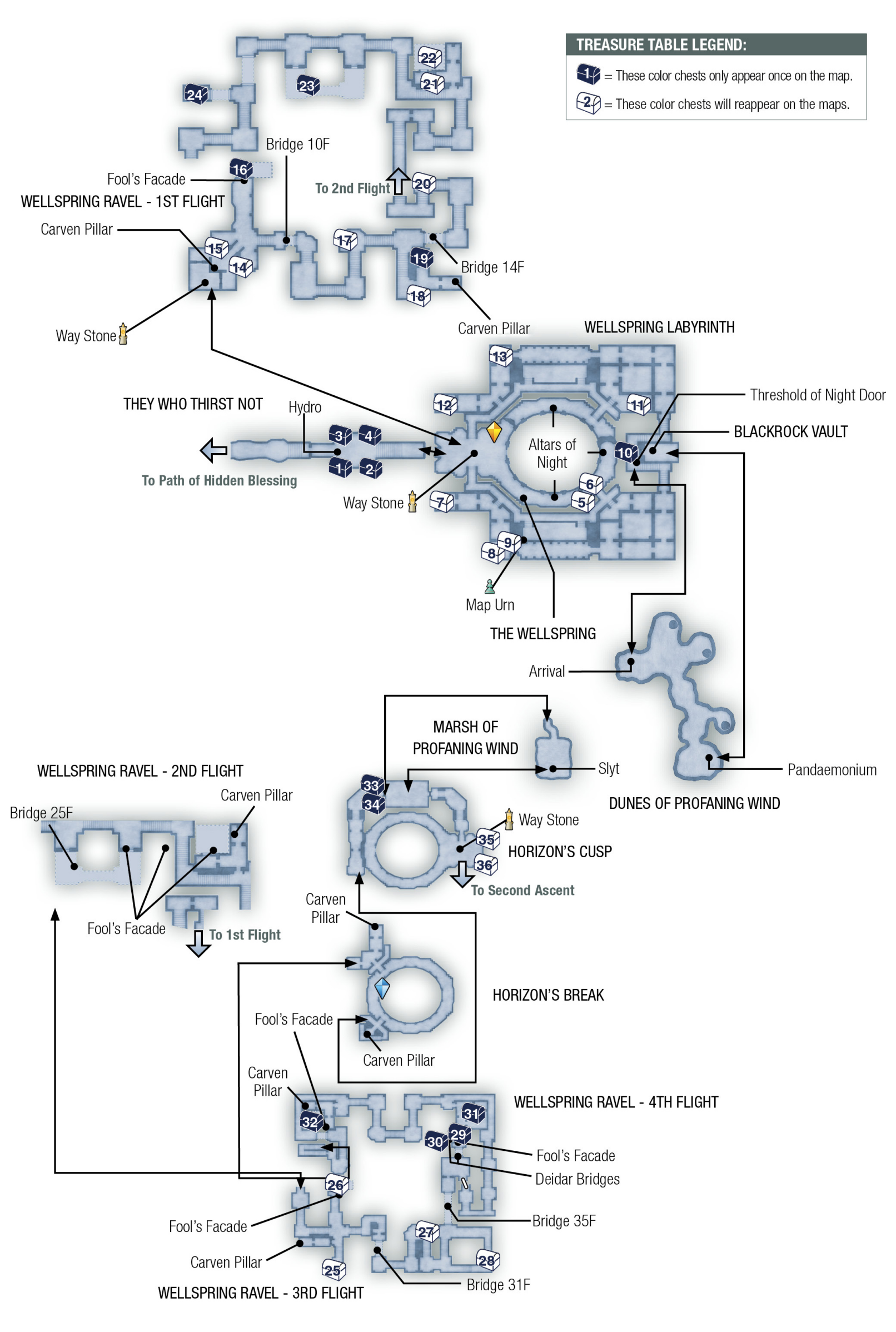
2. Collect three Black Orbs from vanquished enemies.

3. Place an orb on each of the three altars on Floor 01 to open an exit door.

4. Defeat Pandaemonium to activate the Way Stone.

5. Teleport to the new area and defeat Brainpans to activate bridges and advance.

6. Defeat Slyt and teleport to the Second Ascent.

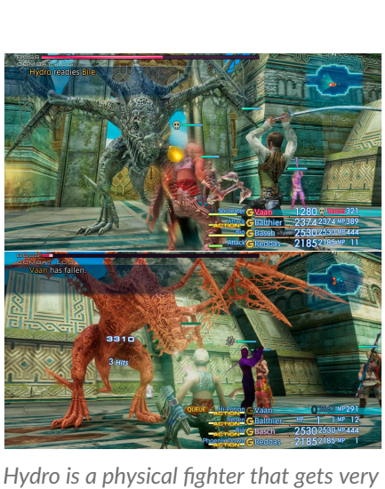


	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	25%	0%	—	Berserker Bracers	Berserker Bracers	Berserker Bracers	Berserker Bracers
2	75%	0%	—	Cura Mote	Cura Mote	Cura Mote	Cura Mote
3	100%	0%	—	Ruby Ring	Ruby Ring	Ruby Ring	Ruby Ring
4	75%	0%	—	Bubble Mote	Bubble Mote	Bubble Mote	Bubble Mote
5	30%	50%	~500	X-Potion	Serum	Knot of Rust	Meteorite (A)
6	30%	50%	~500	X-Potion	Hi-Ether	Knot of Rust	Meteorite (B)
7	75%	40%	~500	Hi-Potion	Gravity Mote	Knot of Rust	Meteorite (A)
8	75%	40%	~500	Hi-Potion	Bio Mote	Knot of Rust	Meteorite (A)
9	75%	40%	~500	X-Potion	Argle Armlet	Knot of Rust	Meteorite (A)
10	100%	0%	—	Hermes Sandals	Hermes Sandals	Hermes Sandals	Hermes Sandals
11	75%	40%	~500	X-Potion	Remedy	Knot of Rust	Meteorite (B)
12	75%	40%	~500	Hi-Ether	Magick Gloves	Knot of Rust	Meteorite (A)
13	75%	40%	~500	Hi-Potion	Serum	Knot of Rust	Meteorite (A)
14	75%	40%	~500	X-Potion	Dispel Mote	Knot of Rust	Meteorite (A)
15	75%	40%	~500	X-Potion	Bio Mote	Knot of Rust	Meteorite (A)
16	100%	0%	—	Demon Shield	Demon Shield	DemonShield	Demon Shield
17	75%	40%	~500	Hi-Potion	Leather Gorget	Knot of Rust	Meteorite (A)
18	75%	40%	~500	X-Potion	Balance Mote	Knot of Rust	Meteorite (B)
19	100%	0%	—	Dragon Helm	Dragon Helm	Dragon Helm	Dragon Helm
20	75%	40%	~500	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (A)
21	80%	40%	~500	Hi-Potion	Cura Mote	Knot of Rust	Meteorite (B)
22	80%	40%	~500	X-Potion	Aeroga Mote	Knot of Rust	Meteorite (B)
23	100%	0%	—	Chaperon	Chaperon	Chaperon	Chaperon
24	100%	0%	—	Perseus Bow	Perseus Bow	Perseus Bow	Perseus Bow
25	80%	40%	~500	X-Potion	Vanishga Mote	Knot of Rust	Meteorite (A)
26	80%	40%	~500	X-Potion	Power Armlet	Knot of Rust	Meteorite (A)
27	80%	40%	~500	Hi-Potion	Bangle	Knot of Rust	Meteorite (A)
28	80%	40%	~500	X-Potion	Remedy	Knot of Rust	Meteorite (B)
29	100%	0%	—	Gungnir	Gungnir	Gungnir	Gungnir
30	100%	0%	—	Holy	Holy	Holy	Holy
31	100%	0%	—	Scathe Mote	Scathe Mote	Scathe Mote	Scathe Mote
32	100%	0%	—	Elixir	Elixir	Elixir	Elixir
33	100%	0%	—	Reflectga Mote	Reflectga Mote	Reflectga Mote	Reflectga Mote
34	100%	0%	—	Black Mask	Black Mask	Black Mask	Black Mask
35	100%	60%	~100	X-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
36	100%	60%	~100	X-Potion	Hi-Potion	Knot of Rust	Meteorite (B)

Defeat the Lighthouse Guardian

You know this area is tough when the first thing the party encounters is a boss! Climb the stairs and stop. Before you step forward into the entry hall to meet Hydro, cast Haste and Protect on everyone in your party, and consider adjusting your gambits to switch all healing and status removal from magick to items. Check out the boss section that follows to see why.

Hydro



Hydro is a physical fighter that gets very aggressive with its Lunge attacks when its HP goes critical. Beware of Hydro's fearsome Fearga attack!

Remedy the Situation

If you don't have a decent supply of Remedies in your inventory, then return to Balfonheim and buy some. Also, don't forget to purchase the Remedy upgrade licenses on each character's License Board.

LVL	HP	EXP	LP	STEAL
47	203800	0	35	Maggoty Flesh, Corpse Fly, Wyrm Bone

Hydro is a classic brawler that has two particularly tough aspects to his attack. First, it likes to hit with some status ailments that are problematic if you're not prepared. Second, Hydro casts a powerful area magick called Fearga that can completely drain your characters' MP. Note that Fearga has a relatively small range. To counteract it, you can fight Hydro with a party using only ranged weapons, causing your characters to spread out naturally or manually keep at least one member at a good distance away from the others.

One obvious tactic if your healers have no MP is to switch in new healers. Make sure you have a Doom-related gambit in place too; that is, one that uses a Remedy if a character is afflicted with Doom. Make sure your characters with Remedy gambits have the Remedy 3 license, so their Remedies cure Doom. If Hydro hits with Sap, use a Regen spell to counter it. If your characters' MP gets drained, keep moving and using the Charge technick or Syphon MP from other characters. If you have the Inquisitor and Martyr licenses, you also gain MP simply by inflicting/receiving damage.

After setting up your gambits, wade into battle. Immediately cast Dispel on Hydro and follow up with Slow. After you've whittled Hydro's HP to half or less, you might consider unleashing Quickening chains. If the full team is standing, your A-team can start off with a Quickening chain into Concurrence, then you can swap to your B-team right away and chain again. Hydro is particularly nasty and fast in its last throes, so it's nice to bypass that phase of the fight by hitting the boss with Quickenings.

After the fight, move forward to the massive gate to trigger an event in which Fran translates an ancient message carved on the nearby wall. It seems to be a message from the Dynast-King to his heir. Sure enough, as Ashe steps forward, the gate opens wide for the party.

Open the First Seal

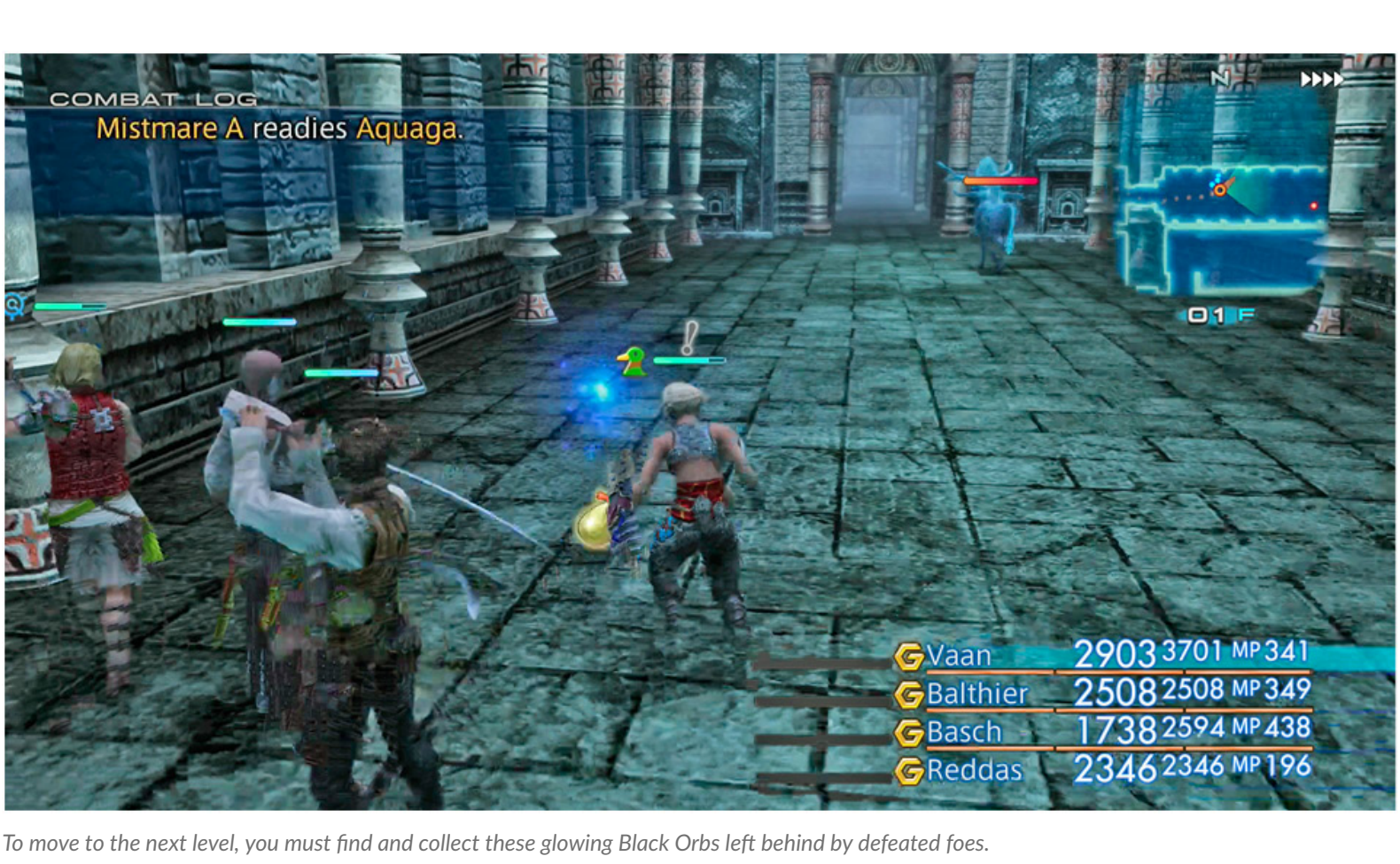
When you regain control, the party is on the lighthouse's first floor (note the "01F" under the Mini-Map) in an area called The Wellspring. This is a circular corridor that wraps around a huge, mist-filled central chamber. The Wellspring corridor is divided into three arcs. There is a large stone pedestal called an Altar of Night in each arc.

You can't use the Way Stone here yet, so go left to the teleport Save Crystal and save your game. After doing so, follow the Wellspring's curving walkway to find the Altar of Night that faces south. Read it to learn that Pharos beasts "oft possess black orbs." To move above Floor 01 you must do the following:

1. Defeat foes.

2. Pick up three Black Orbs that some fallen foes leave behind.

3. Place one Black Orb on each of the three Altars of Night.



To move to the next level, you must find and collect these glowing Black Orbs left behind by defeated foes.

Altar of Night: South

Exit the Wellspring via the south passage (directly south of the Way Stone) into the Wellspring Labyrinth. Use the maps in this section to navigate the maze east, south, then back west along the southernmost corridor to find the Map Urn of the entire First Ascent area.

Along the way, fight enemies and look for a glowing orb hovering in the air after each foe falls. If you see one, walk into it until the words "Black Orb" appear, then press the ⊗ button to pick it up. Hurry though, as these orbs only stick around for a few seconds.

Keep felling foes in the southern half of the Wellspring Labyrinth until you obtain three Black Orbs. Now you can focus on reaching the altars. Return to the Altar of Night and use an orb on the altar to break the magicked seal. One down, two to go!

No Set Altar Order

You can place the Black Orbs on the Wellspring altars in any order you wish.

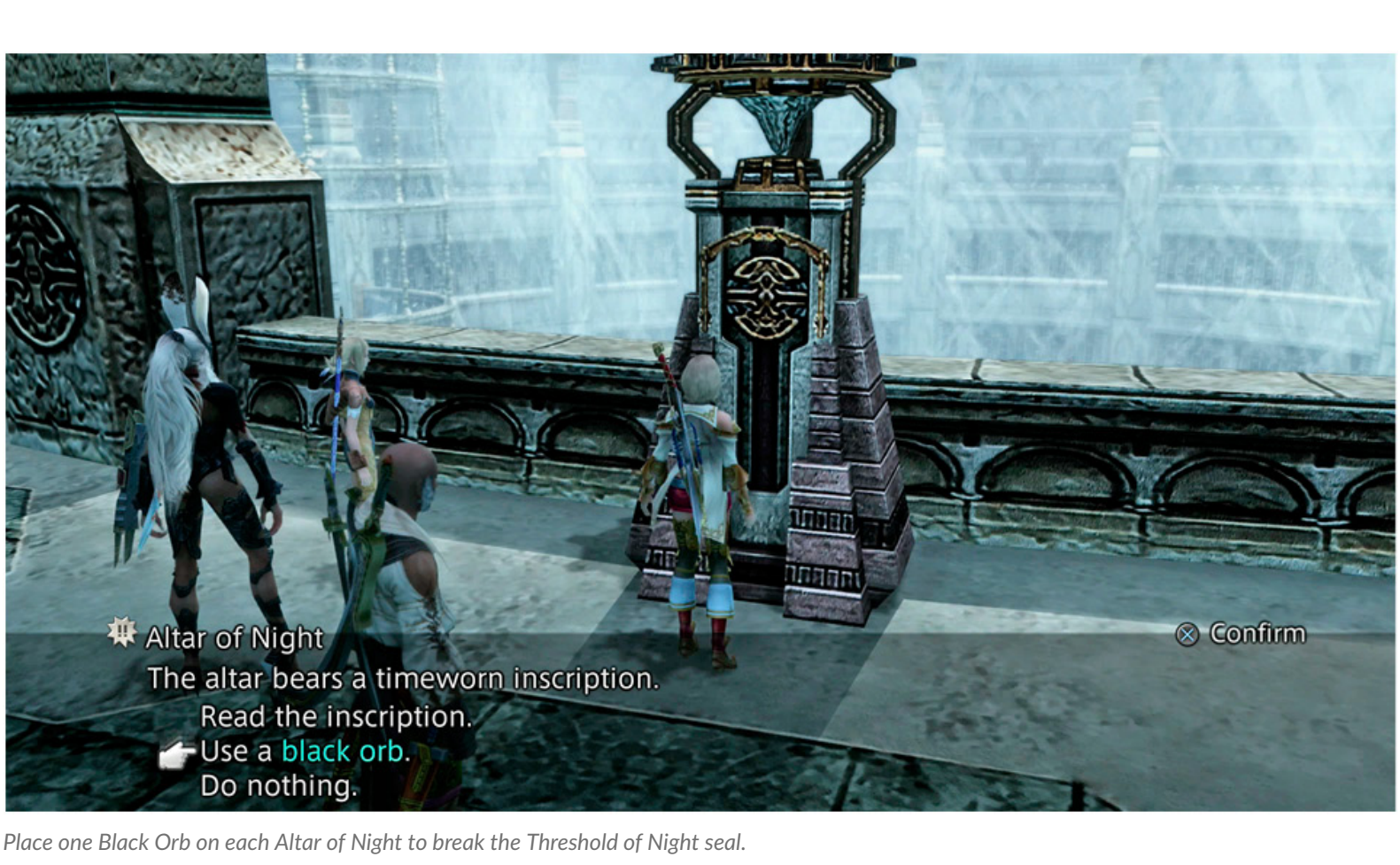
Altar of Night: East

As before, exit the Wellspring via the south passage into the Labyrinth. Follow the innermost corridor to the east until you can exit left, back into the Wellspring. This time, though, you step into the eastern arc of the Wellspring. Turn right and approach the Altar of Night, then place a Black Orb to break the second seal. (If you don't have another Black Orb, then KO some foes until you acquire one.)

Altar of Night: North

Now return to the Wellspring Labyrinth. Work your way around the maze to the stairs that connect to the northern half of the labyrinth. At the top, notice the glowing blue door called the Threshold of Night. The magickal seals that you're breaking at the Altars of Night are what bind this door shut. You'll return to this area shortly.

For now, continue downstairs into the northern Labyrinth and navigate (and fight) to the inner corridor. Exit into the northern arc of the Wellspring and place a Black Orb on the third and final Altar of Night. This breaks the third seal and the message "the Seal of Night loses its power" appears on-screen.

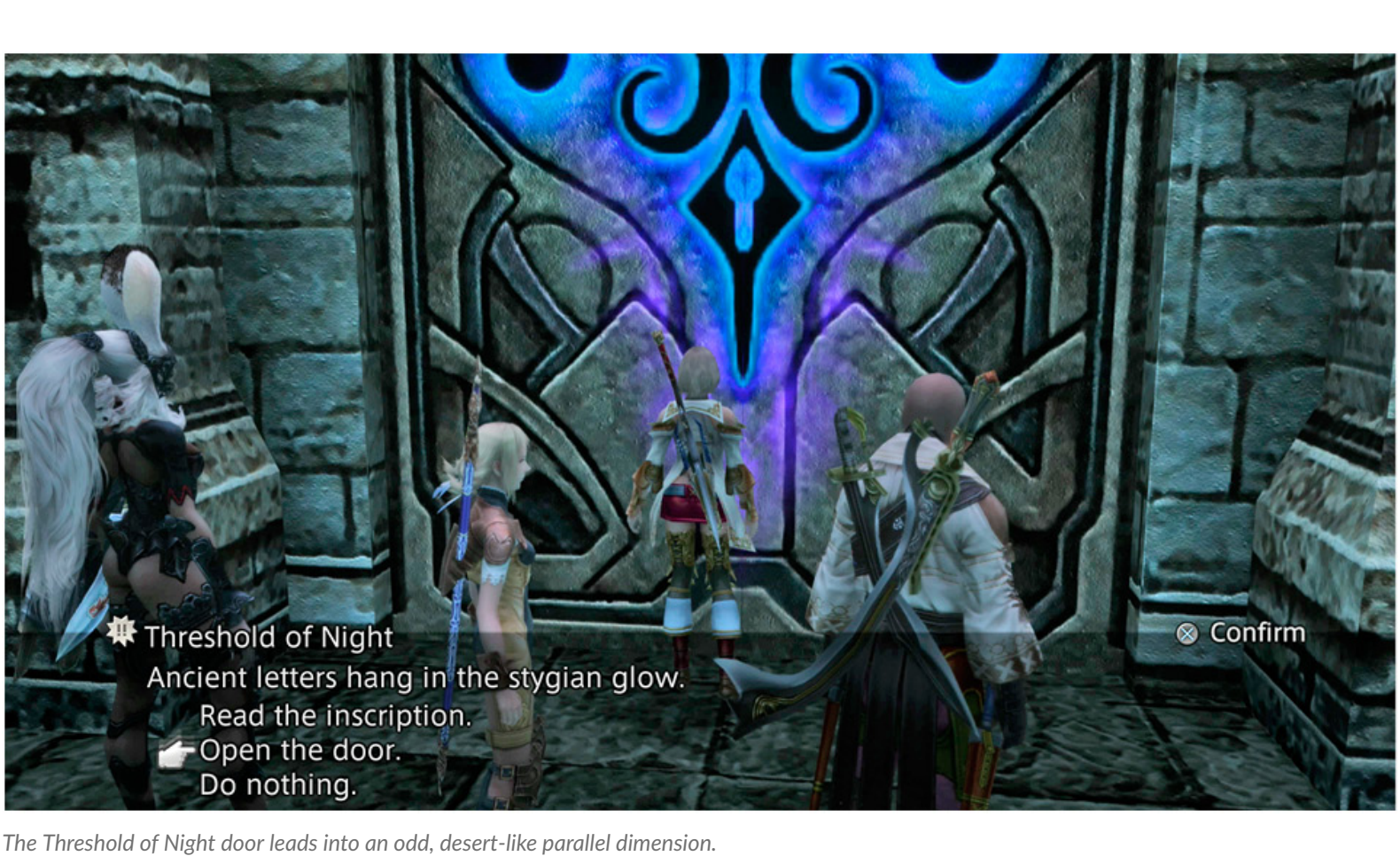


Place one Black Orb on each Altar of Night to break the Threshold of Night seal.

The Seal of Night was the magickal seal binding the Threshold of Night door back on the stairs. If you check the Area Map, you will see a flashing icon over that door's location. Navigate back to the Threshold of Night and go through it to reach… a desert?

Consider a Save

If you're low on Mist Charges, you may want to trek back through the maze to the Save Crystal in the Wellspring before going through the Threshold of Night doorway, as a powerful boss waits in the desert. If you're comfortable with your Mist Charge and MP levels, though, you can rely on the Auto-Save created by passing through the Threshold of Night.



The Threshold of Night door leads into an odd, desert-like parallel dimension.

Meet the First Watcher

This odd reality is referred to as the Dune of Profaning Wind, and it doesn't appear on the Area Map. Four gray boulders rest in alcoves amongst the sand dunes and darker cliffs. When you try to approach the first three boulders, the party gets sent right back to the bottom. Climb the hill to the topmost "boulder", which turns out to be a giant stone tortoise named Pandaemonium.

Pandaemonium

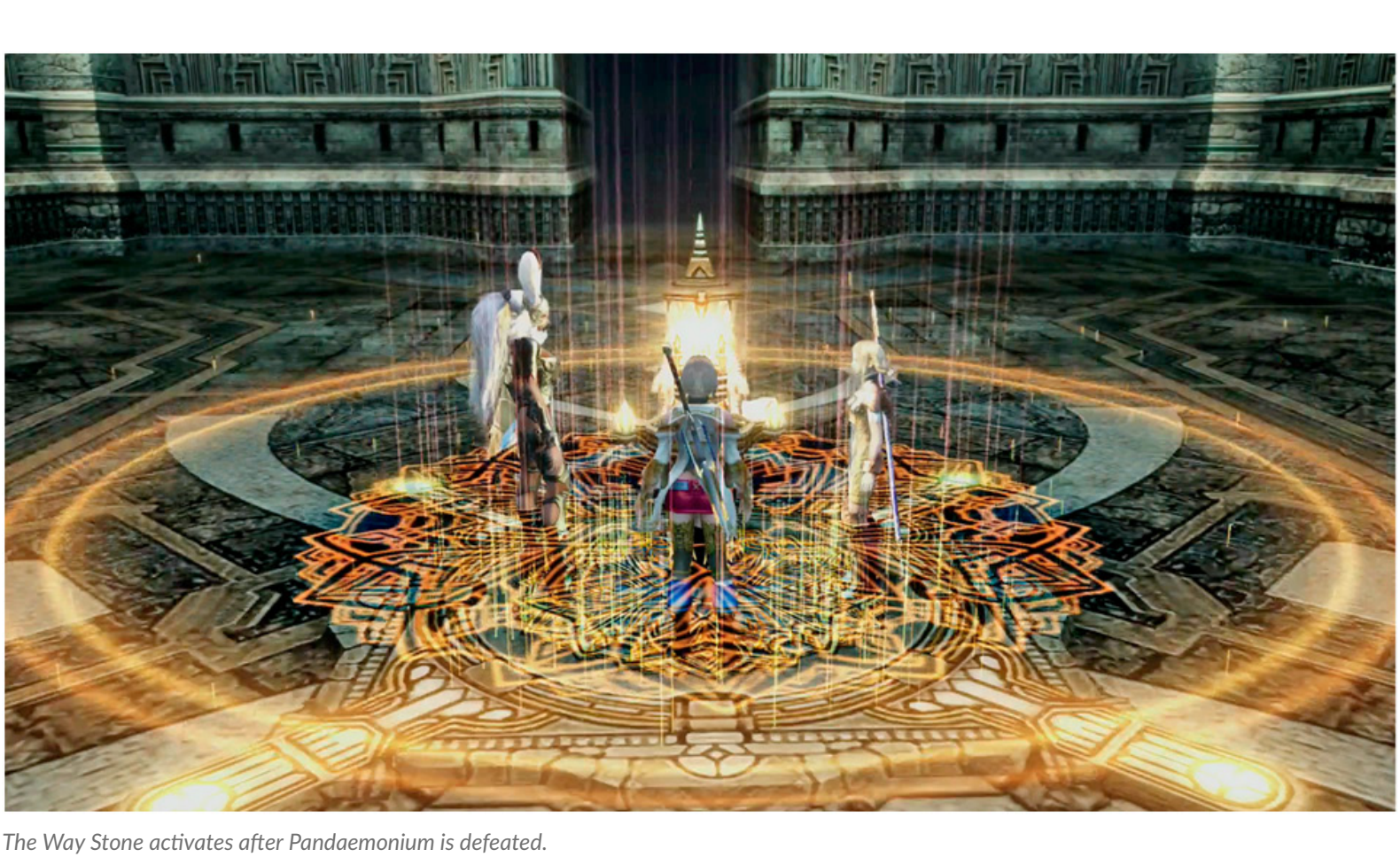
At the halfway point, Pandaemonium becomes immune to all attacks. When this occurs, just bide your time until its Perfect Defense finally dissipates.

LVL	HP	EXP	LP	STEAL
45	116678	0	36	Ancient Turtle Shell, Aries Gem, Scarletite

Start by casting Dispel to eliminate the boss's Shell and Protect magick, then start hammering away with your strongest melee fighters. Have a support ally cast Haste and Protect on your attackers, and prepare to remove status effects with Esuna. Pandaemonium is weak against Wind magick, so cast Aeroga if it's in your spell arsenal.

When Pandaemonium's HP hits the halfway mark, it casts an impenetrable shield around itself with a "Perfect Defense" spell. There's not much you can do except wait it out. Keep everyone healed, and counter the status ailments (Blind, Petrify) that the big tortoise zaps at the party. Don't waste MP trying to hit the boss with magick, as it's immune to every kind of attack. Just be patient; the shield fades after about a minute, at which time you can get back to punishing Pandaemonium.

After the victory, the party automatically teleports into Blackrock Vault, the small room behind the Threshold of Night door. Exit the vault and return to the Save Crystal in the Wellspring. Next, use the now-active Way Stone to teleport to a new area.



The Way Stone activates after Pandaemonium is defeated.

Wellspring Ravel: 1st Flight

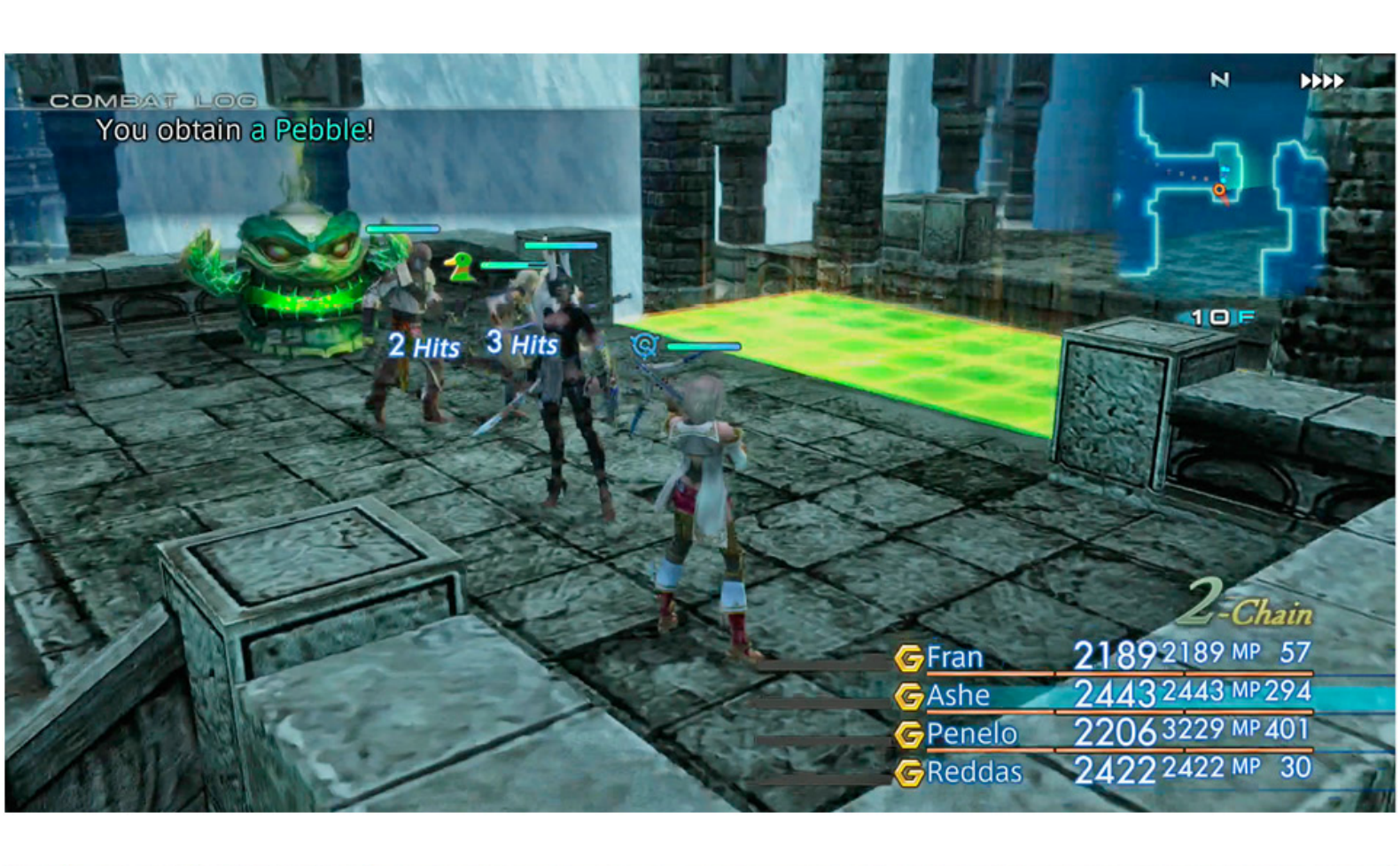
10F Bridge

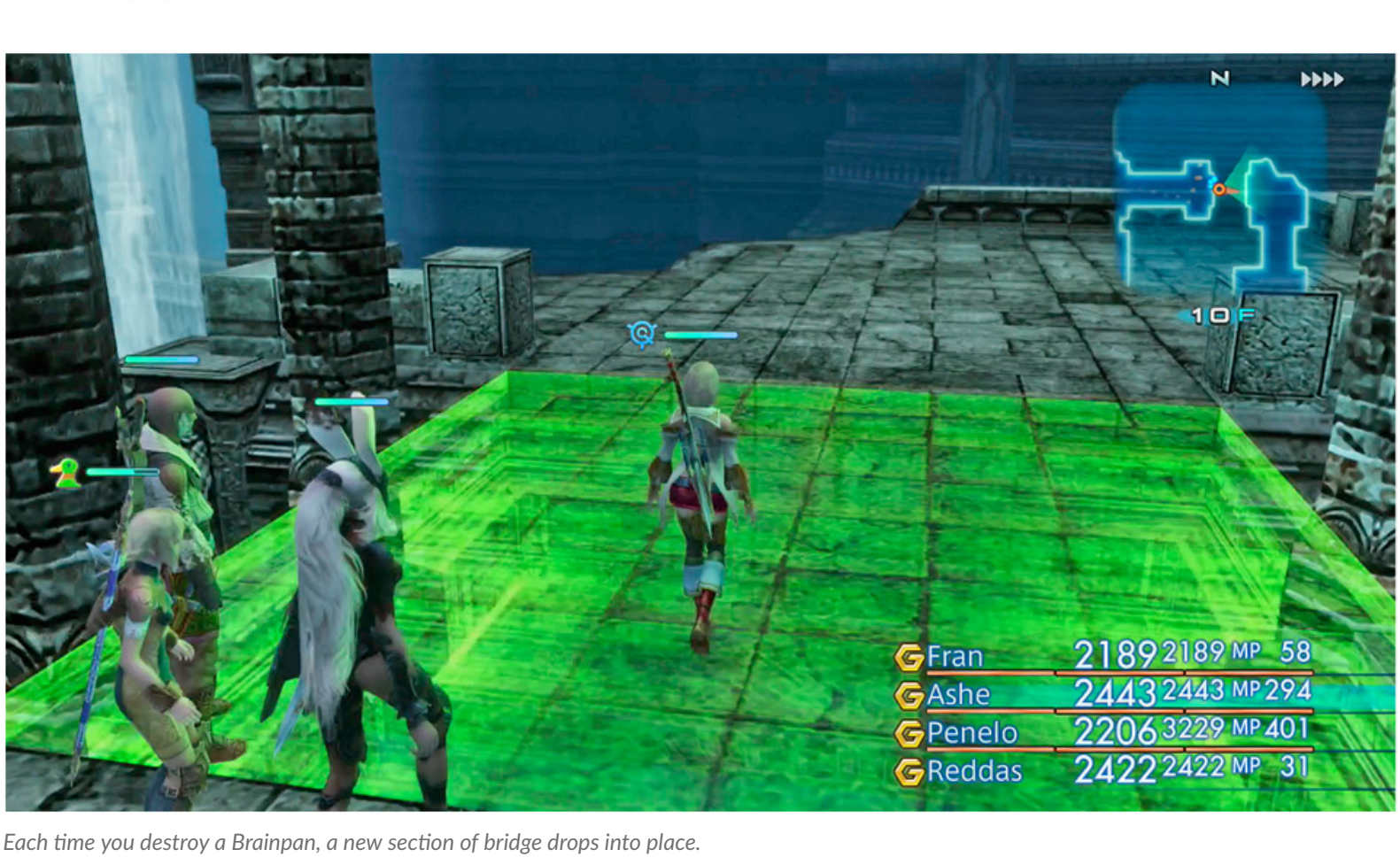
Go through either of the green, glowing ancient doors and head around the corner to find the Carven Pillar. Read its inscription to learn that the "tongue of stone's green flame your way bespeaks" and "once silenced… its muted form a bridge for you to tread." Broken down, this phrase means that you must hit the green-flame foes to activate bridge mechanisms. (Just kidding: This will become clearer in a minute.) Unfortunately, some flying foes called Aeronites flutter up ahead. Hit them with Telekinesis, black magick, spears, and ranged weapons.

Secret Treasure

In the 1st Flight of the Wellspring Ravel, go north to the wall to discover that it is called "Fool's Facade." Press the ⊗ button to strike the wall and uncover a secret area with a treasure.

Now climb the stairs to the high platform where two Brainpans spout green flames. After destroying each Brainpan, a section of bridge drops into place just to the east. Cross it and climb upstairs to the next floors.





Each time you destroy a Brainpan, a new section of bridge drops into place.

14F Bridge

Now you must knock out four more Brainpans to drop in all four sections of the next bridge. One Brainpan is on 12F, another is on 14F (where the bridge is located), and there are two of them on 15F—one in an alcove and one in a back room. Cross the newly formed bridge on 14F, then climb up to 17F.

Wellspring Ravel: 2nd Flight

25F Bridge

From 17F, keep climbing and searching for Brainpans. You need six more to form the next bridge, which is on 25F. There are two Brainpans on 20F; one of them is in a back room with another Fool's Facade that you can smash through for a treasure chest. Another Brainpan is on the 21F landing. There is another Fool's Facade on 23F, leading to a staircase that runs up to 24F, where you can bash through another wall that leads back onto the main path. The last three Brainpans are clustered together on 25F near the bridge. Nail them and cross the now-finished bridge, then climb up to 28F to enter a new area.

Wellspring Ravel: 3rd Flight

31F Bridge

You need five Brainpans for the next bridge. Two of them are on the 29F landing, while another one is on 30F behind an ancient door. Read the Carven Pillar there to learn that "the red flame consumes the green, sundering the stair which it has laid." Translation: Don't strike a red-flame guy, called a Deidar, when you have a bridge in progress ahead! If you do, a section of unfinished bridge will actually disappear.

The first Deidar appears on 31F, sitting not far from the next bridge crossing. Press the R2 button and run past it through the portal to find two Brainpans on the other side. Defeat them, then cross the bridge and keep climbing.

35F Bridge

The next bridge calls for the slaughter of 10 more Brainpans. Remember to leave the red Deidars alone! The first Brainpan is on the 32F landing. Two more sit on 34F, while three more are on 35F. Be careful, though, as a Deidar sits not far from the trio of Brainpans on 35F.

Now descend from 35F to find that the duo on 34F has respawned! That makes eight of them. If you do KO a Deidar by accident, look around for some more Brainpans, as they will randomly respawn if the bridge is not finished. Climb the back stairs to find that the trio on 35F has respawned. Keep striking Brainpans until you defeat 10 of them, then cross the bridge.

Green vs. Red

Mind the difference in the flame color spouting from atop a Facer-type foe. Green flames indicate a "Brainpan." When you KO a Brainpan, a new section drops into place on the next bridge ahead. If you KO a red-flame Facer called a "Deidar," however, then an already-laid section of the next unfinished bridge will drop away.

Note that there are secret areas that are only accessible by using bridges built by defeating red Deidars! One area down on 26F holds the Perseus Bow. So after you finish a green bridge and it sets in stone, you can backtrack and defeat the Deidars you bypassed previously to start building red bridges to the secret areas. One "red bridge" is on 35F, just north of the bridge that you built by defeating Brainpans.

47F Bridge

It takes only four Brainpans to create the next bridge. Defeat two of them on 36F, then run past the red Deidar up to 38F to nail another Brainpan. Another Deidar is close by, so keep your party focused! There are two more Brainpans in the corners of a backroom on 40F. Run past the Deidar on 41F and pound the Brainpan on 42F. Another Brainpan is in a room with a Carven Pillar on 46F, with another fake wall and secret room nearby.

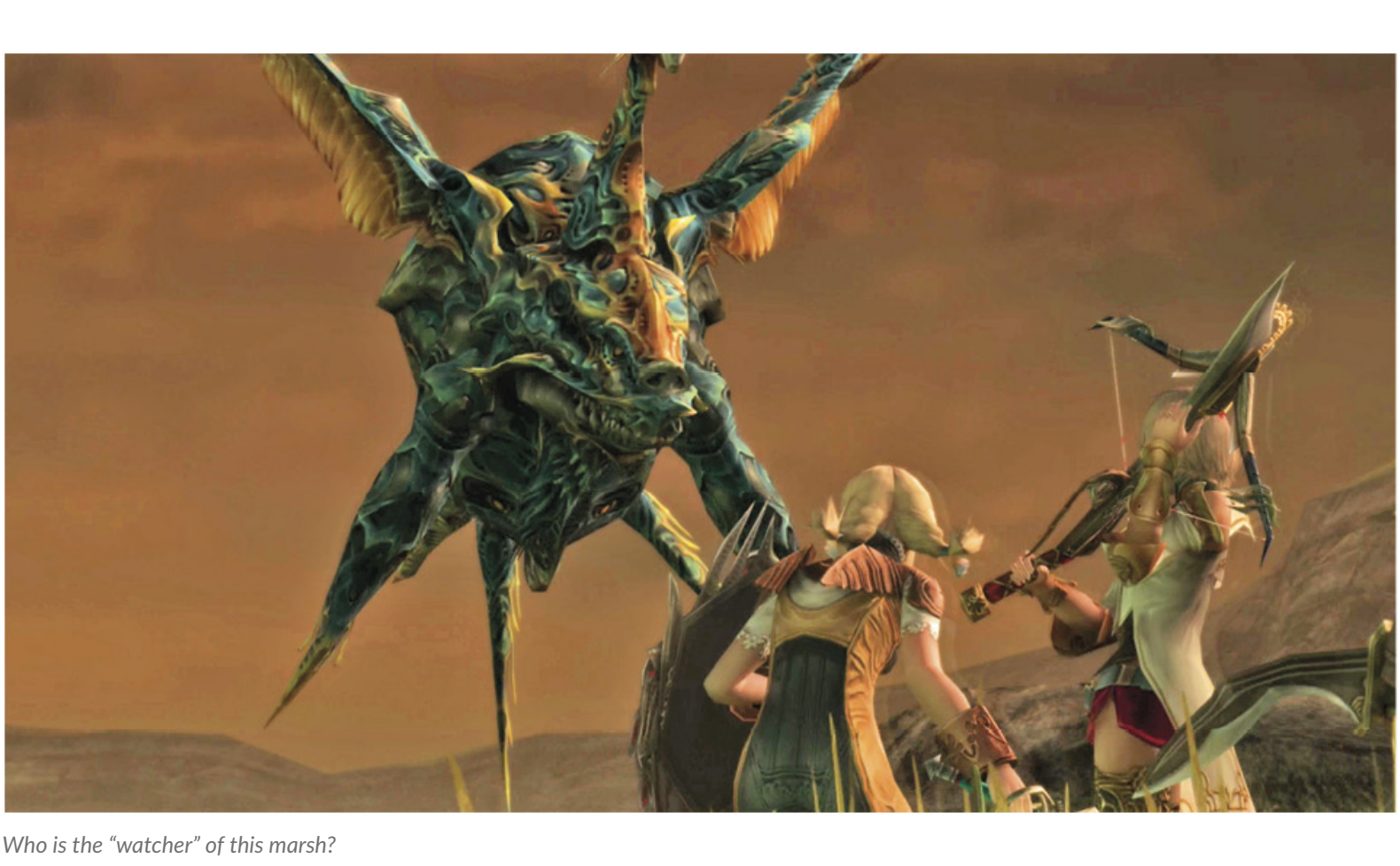
After crossing the bridge on 47F, watch out for two powerful Aeronite flyers hovering together on 48F and be ready with your regular flyer-fighters. Nail these foes with Thundaga to quickly clear the skies. After doing so, climb up to the ancient door and open it to enter a new area.

Horizon's Break

Find the Save Crystal as you step into the circular corridor around the mist-filled central chamber of the Pharos. Exit the corridor to the southwest and climb the staircase to an ancient door on 49F. This leads to another new area.

Horizon's Cusp: The Second Watcher

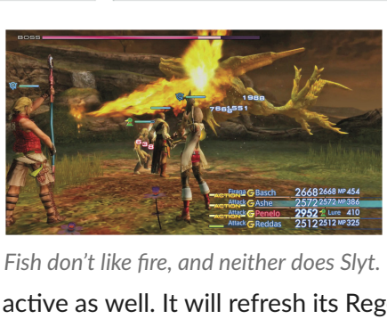
Climb up to another ancient door with an inscription that warns of the "second watcher" waiting ahead. Open the door to enter… a lush green marsh with a waterfall in the distance? This is the Marsh of the Profaning Wind. Step forward to meet the second watcher.



Who is the "watcher" of this marsh?

Slyt

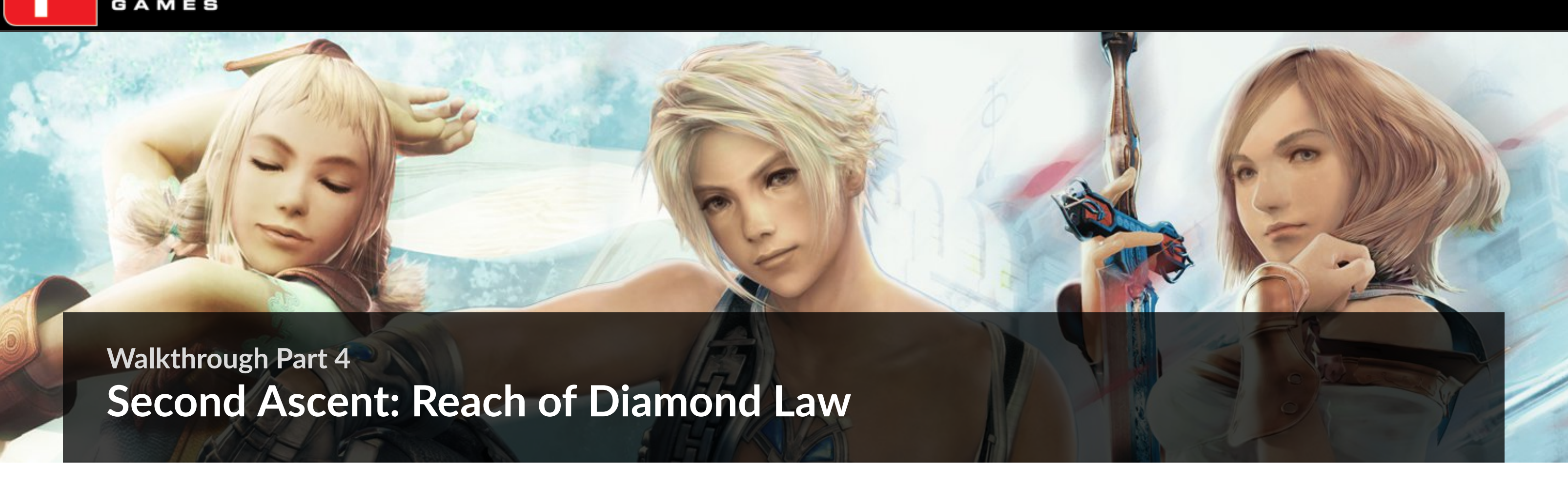
LVL	HP	EXP	LP	STEAL
47	92661	0	36	Yensa Scale, Pisces Gem, Yensa Fin



Fish don't like fire, and neither does Slyt.

Slyt is very quick on the attack and has Regen active as well. It will refresh its Regen almost instantly if you try to dispel it, so it's better to ignore it. If you haven't already, use Haste on your party. You can try to Slow and/or Confuse Slyt, but it won't always work. Slyt is weak against Fire, so cast Oil and then light it up with your heavy Fire spells. With Reddas as a melee fighter drawing its attention and a Black Mage casting Firaga at Slyt, it's possible to take down this foe rather quickly.

After the fight, the party appears right back in Horizon's Cusp. Exit via the east door and climb to the Way Stone on 50F, then use it to teleport to the Second Ascent of the Pharos.



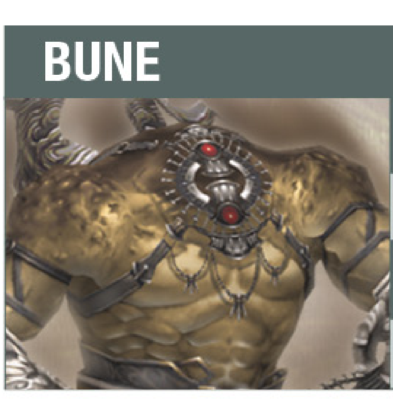
Walkthrough Part 4

Second Ascent: Reach of Diamond Law

DRAGON LICH

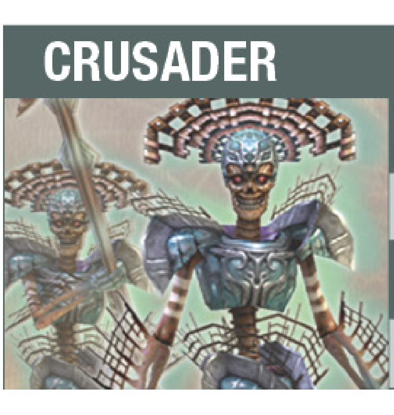
LEVEL	HP
49-51	22241-23601
EXP	**LP**
8078-8484	2

BUNE



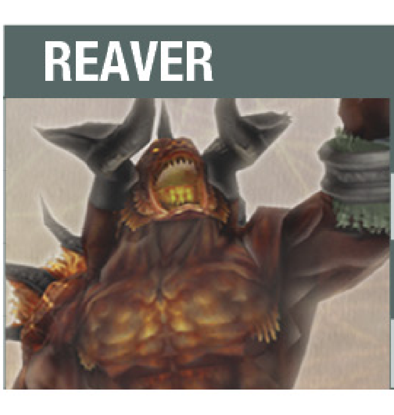
LEVEL	HP
48-49	13239-13659
EXP	**LP**
4615-4778	1

CRUSADER



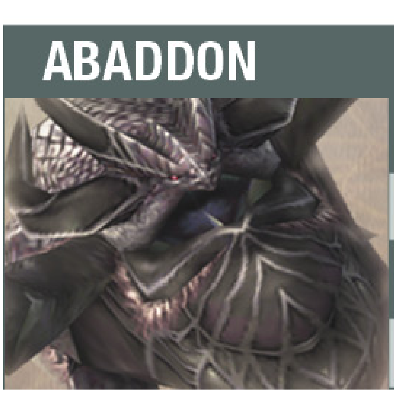
LEVEL	HP
47-48	10592-10772
EXP	**LP**
4868-5028	1

REAVER



LEVEL	HP
49-50	22771-23191
EXP	**LP**
6539-6702	2

ABADDON



LEVEL	HP
47-49	13239-13879
EXP	**LP**
4615-4963	1

NECROFIEND

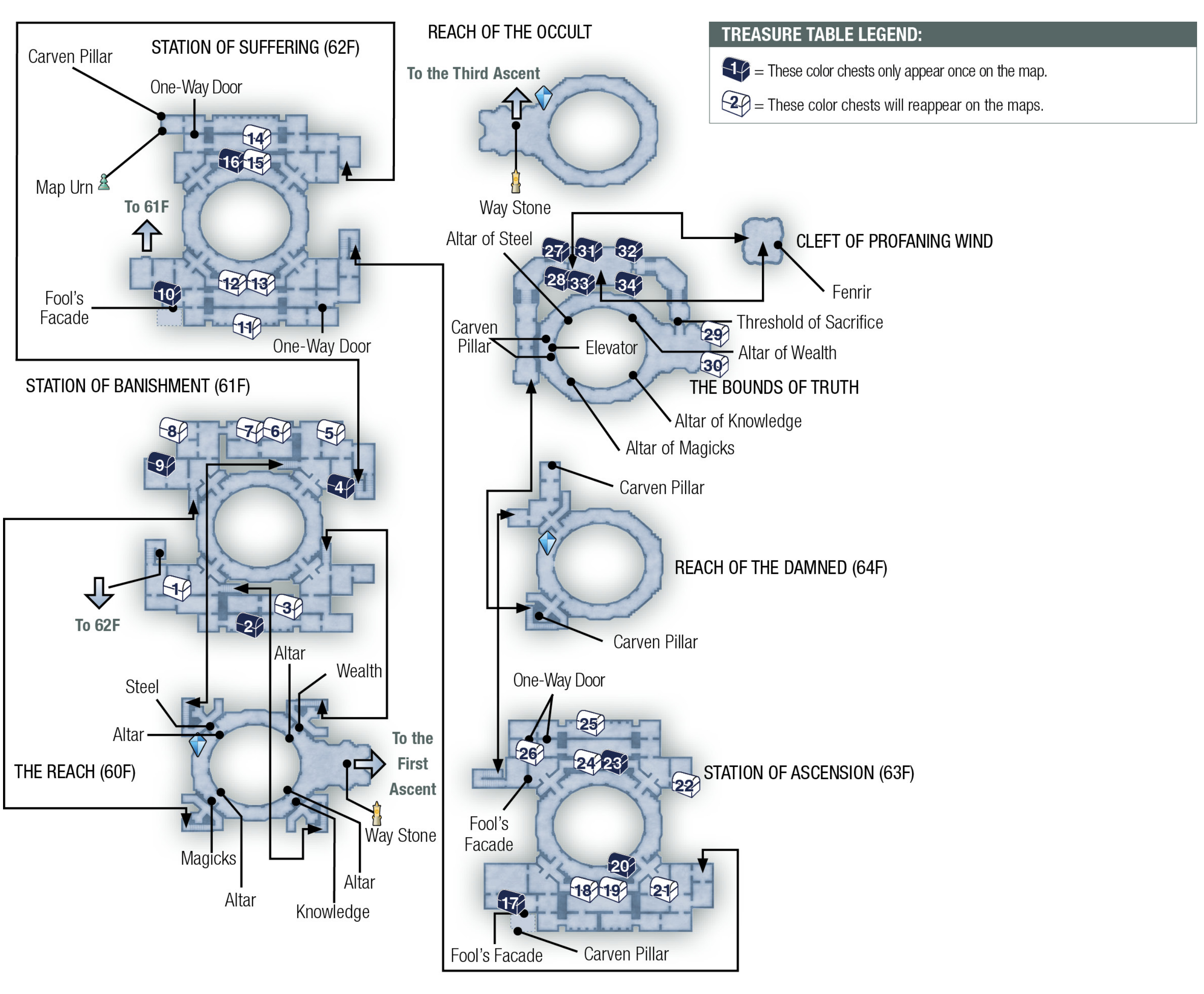
LEVEL	HP
48-51	12709-13249
EXP	**LP**
4809-5289	1

Action Checklist

1. Reach Floor 65F with a gameplay ability disabled!

2. Defeat Fenrir.

3. Teleport to the Third Ascent.



	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	75%	40%	~500	X-Potion	Fuzzy Miter	Knot of Rust	Meteorite (A)
2	100%	0%	—	Opal Ring	Opal Ring	Opal Ring	Opal Ring
3	75%	40%	~500	X-Potion	Serum	Knot of Rust	Meteorite (C)
4	100%	0%	—	Quasimodo Boots	Quasimodo Boots	Quasimodo Boots	Quasimodo Boots
5	75%	40%	~500	Hi-Potion	Rose Corsage	Knot of Rust	Meteorite (A)
6	75%	40%	~500	X-Potion	Remedy	Knot of Rust	Meteorite (B)
7	75%	40%	~500	Hi-Potion	Domaine Calvados	Knot of Rust	Meteorite (A)
8	75%	40%	~500	Hi-Potion	Bowline Sash	Knot of Rust	Meteorite (A)
9	100%	0%	—	Minerva Bustier	Minerva Bustier	Minerva Bustier	Minerva Bustier
10	100%	0%	—	Zeus Mace	Zeus Mace	Zeus Mace	Zeus Mace
11	75%	40%	~500	X-Potion	Nu Khai Sand	Knot of Rust	Meteorite (A)
12	75%	40%	~500	Hi-Potion	Tourmaline Ring	Knot of Rust	Meteorite (A)
13	75%	40%	~500	Hi-Potion	Lead Bolts	Knot of Rust	Meteorite (A)
14	75%	40%	~500	Hi-Potion	Agate Ring	Knot of Rust	Meteorite (A)
15	75%	40%	~500	X-Potion	Chronos Tear	Knot of Rust	Meteorite (B)
16	100%	0%	—	Tula	Tula	Tula	Tula
17	100%	0%	—	Dragon Mail	Dragon Mail	Dragon Mail	Dragon Mail
18	75%	40%	~500	Hi-Potion	Black Belt	Knot of Rust	Meteorite (A)
19	75%	40%	~500	X-Potion	Balance Mote	Knot of Rust	Meteorite (A)
20	100%	0%	—	Gil Toss	Gil Toss	Gil Toss	Gil Toss
21	75%	40%	~500	X-Potion	Bubble Mote	Knot of Rust	Meteorite (B)
22	75%	40%	~500	Hi-Potion	Oil Bombs	Knot of Rust	Meteorite (A)
23	100%	0%	—	Sash	Sash	Sash	Sash
24	75%	40%	~500	Hi-Potion	Bamboo Arrows	Knot of Rust	Meteorite (A)
25	75%	40%	~500	X-Potion	Bacchus's Wine	Knot of Rust	Meteorite (A)
26	75%	40%	~500	X-Potion	Prince's Kiss	Knot of Rust	Meteorite (C)
27	100%	0%	—	Muramasa	Muramasa	Muramasa	Muramasa
28	100%	0%	—	Hastega Mote	Hastega Mote	Hastega Mote	Hastega Mote
29	75%	40%	~100	Hi-Ether	X-Potion	Knot of Rust	Meteorite (B)
30	75%	40%	~100	Hi-Ether	X-Potion	Knot of Rust	Meteorite (A)
31	100%	0%	—	Cura Mote	Cura Mote	Cura Mote	Cura Mote
32	100%	0%	—	X-Potion	X-Potion	X-Potion	X-Potion
33	100%	0%	—	Phoenix Down	Phoenix Down	Phoenix Down	Phoenix Down
34	100%	0%	—	Elixir	Elixir	Elixir	Elixir

Choose Your Route—and Your Poison

The party arrives in an area called The Reach, another circular corridor around the mist-filled core. Go to the Save Crystal on the west side of the circle and save your game. Now it's time to make a choice. There are four different exits, each of which leads up to the next floor. Each exit removes a different gameplay tool when you pass through the threshold.

Pick your exit based on the following preferences:

Threshold of Wealth

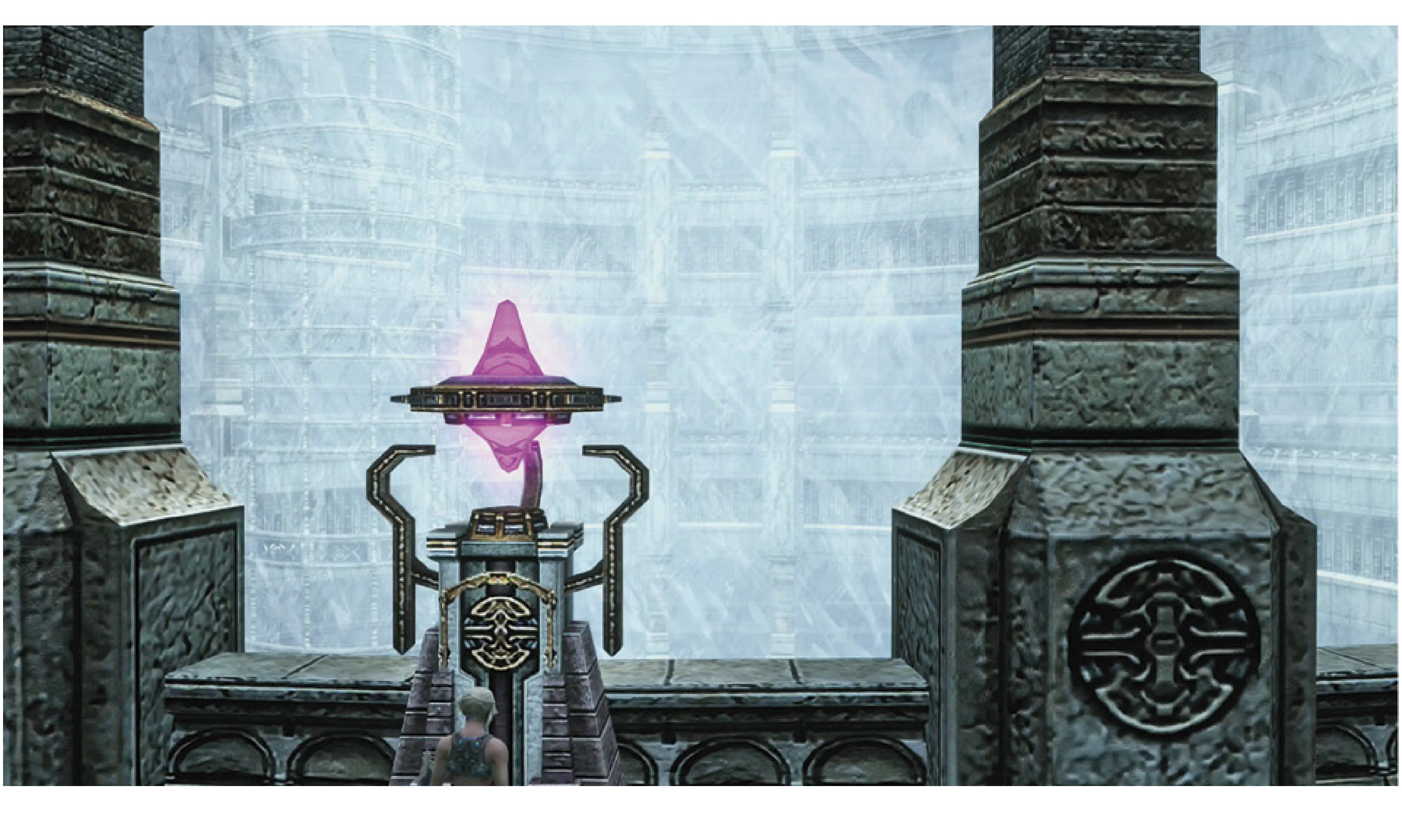
- If you choose this route, the party goes to the Third Ascent without the use of items.
- Threshold of Steel
- If you choose this route, the party travels to the Third Ascent without the use of weapons.
- Threshold of Magicks
- If you select this route, the party goes to the Third Ascent without the use of magicks.
- Threshold of Knowledge
- If you select this route, the party travels to the Third Ascent without the use of the game's Mini-Map.

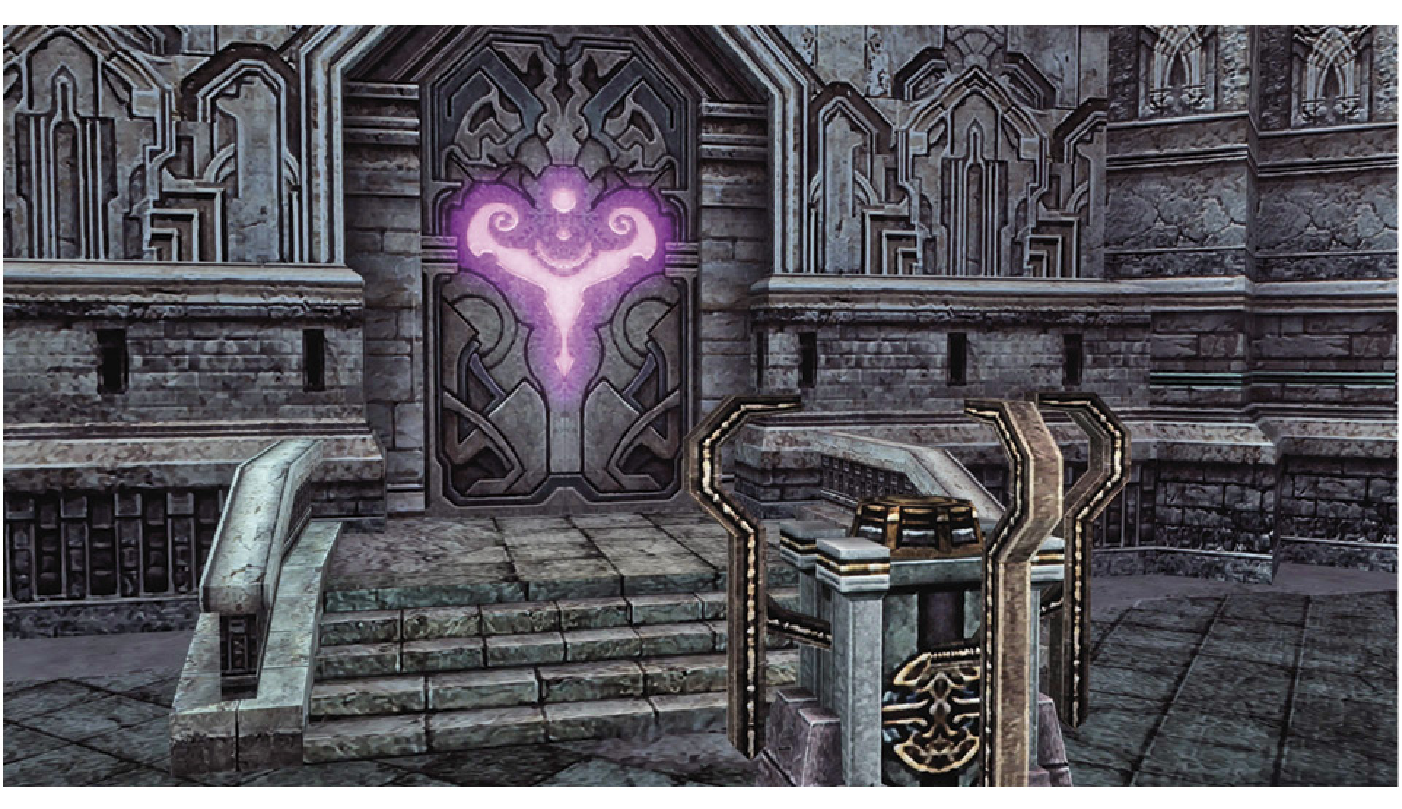
Base your decision about the Threshold you choose and the gameplay tool you elect to forego upon your particular style of play. Some players will rarely use magick and will rely on physical combat and technicks to fight while consuming items to heal. Others will use magick quite often whether it's for combat, combat enhancement, or healing. Give up the thing you use the least.

You may want to consider giving up the Mini-Map. Although it is a great orientation tool, when you pass through the Threshold of Knowledge (the southeast exit), you do not lose the game's Area Map. If you happen to get disoriented, just press the Touchpad button to get your bearings straight. You can even still pull up the map overlay by pushing in the left stick (the L3 button), making the Threshold of Knowledge the easiest option.

60F: Unseal the Door!

This walkthrough now leads you to the southeast exit from The Reach. First, activate the Altar of Knowledge by selecting "Touch the altar" to unseal the Knowledge door (this makes you lose the Mini-Map). Next, go through the door and climb from 60F to 61F. Once on 61F, the actual route upward becomes the same regardless of which choice you made.





To unseal the threshold of your choice, activate the corresponding Altar.

61F: Station of Banishment

Your next goal from all four arrival points is to reach one of the two staircases that lead up to 62F. One is in the northeast corner of this floor, while the other is in the southwest corner. (See the map in this section for exact locations.) You will encounter some nasty new enemies along the way, including ghostly Crusaders, Bunes, powerful Reavers, and the immense Abaddon toads.

62F: Station of Suffering

Your destination here is the staircase in the southeast corner that leads up to 63F. Watch out for a brutal four-foe ambush when the party arrives! Before that occurrence, though, you may want to venture up to the northwest corner and find the map of Pharos Second Ascent. There is also a secret room in the southwest corner, which is only accessible by bashing through a Fool's Facade. The rewards aren't great, though, as all you'll find is three angry Crusaders.

63F: Station of Ascension

Your goal here is to reach the staircase in the northwest corner that leads up to 64F by going through a hallway from the northeast corner. Of the two hallways in that corner, take the northern most route leading west towards the northwest corner. There's a secret room behind a Fool's Facade in the southwest with a nice Rejuvenation trap that heals all nearby allies when it is triggered. Watch out for the powerful Necrofiends near the exit.

64F: Reach of the Damned

Finally, a Save Crystal! Save your game and head for the only other exit from this area, which is located to the southwest.

65F: The Bounds of Truth

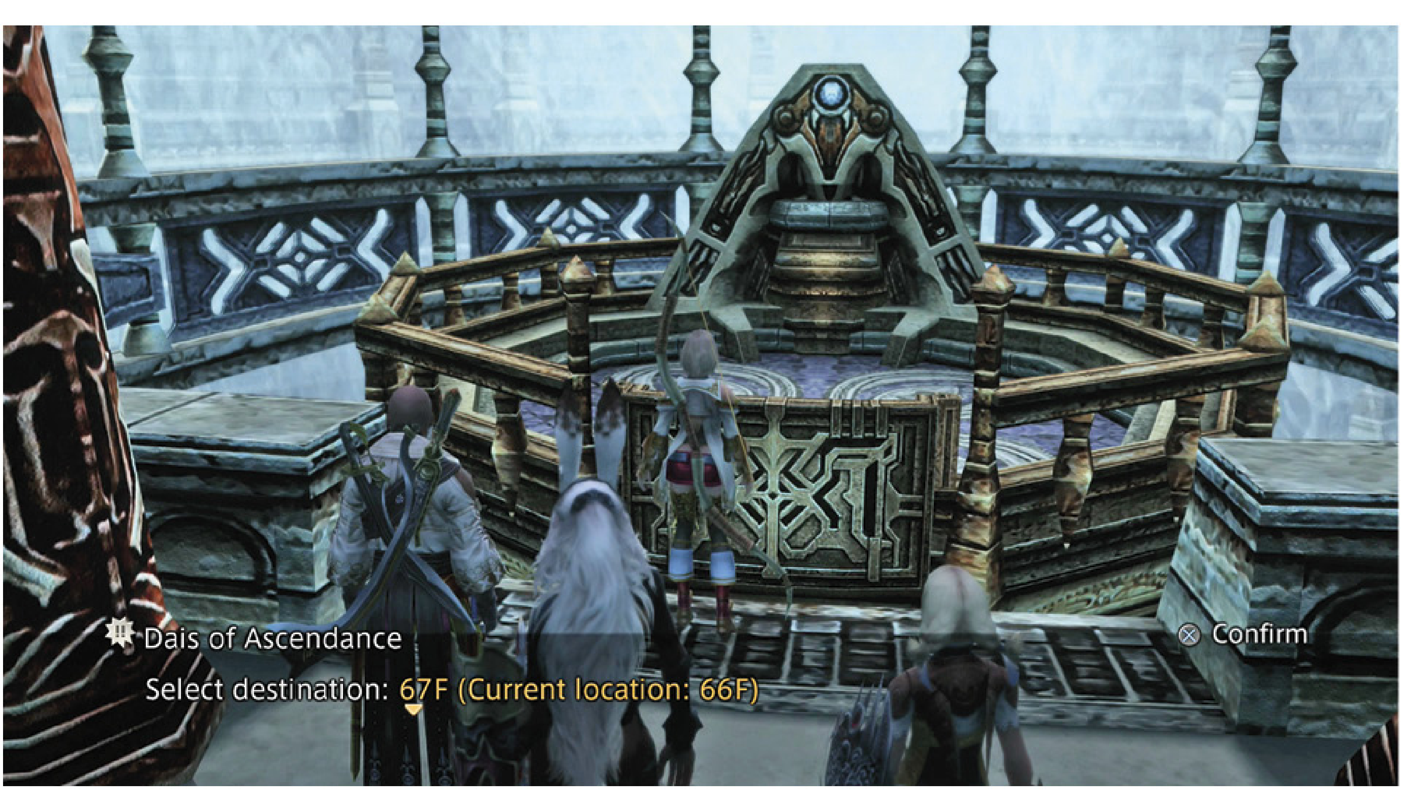
Follow the corridor up to the ancient door and read the inscription. Uh oh, looks like another "watcher" lies in wait up ahead. Select the "Open the door" option. This leads the party right into the clutches of Fenrir.

Fenrir

LVL	HP	EXP	LP	STEAL
49	189992	0	36	Beastlord Hide, Beastlord Horn, Behemoth Steak

Fenrir is a physical fighter, so make sure your melee fighters have strong shields with good Evade.

Fenrir is quite powerful. A good first move to use against this boss, as always, is to cast Dispel to knock off any status enhancers. In this fight, Fenrir starts out with Haste and Protect. After disabling his status effects, cast Haste and Protect on your party and start hammering away at this feline foe.
It's important to equip a good shield on your front-line melee allies. An Earth-element enhanced weapon also helps, since Fenrir is weak versus that element. In general, though, hit Fenrir hard with your best weapons and keep your attackers (including Reddas) healed, Hasted, and Protected. Note that Fenrir hits your allies with Blind on occasion, so compensate for that in your gambits.



Dais of Ascendance

Select destination: 67F (Current location: 66F)

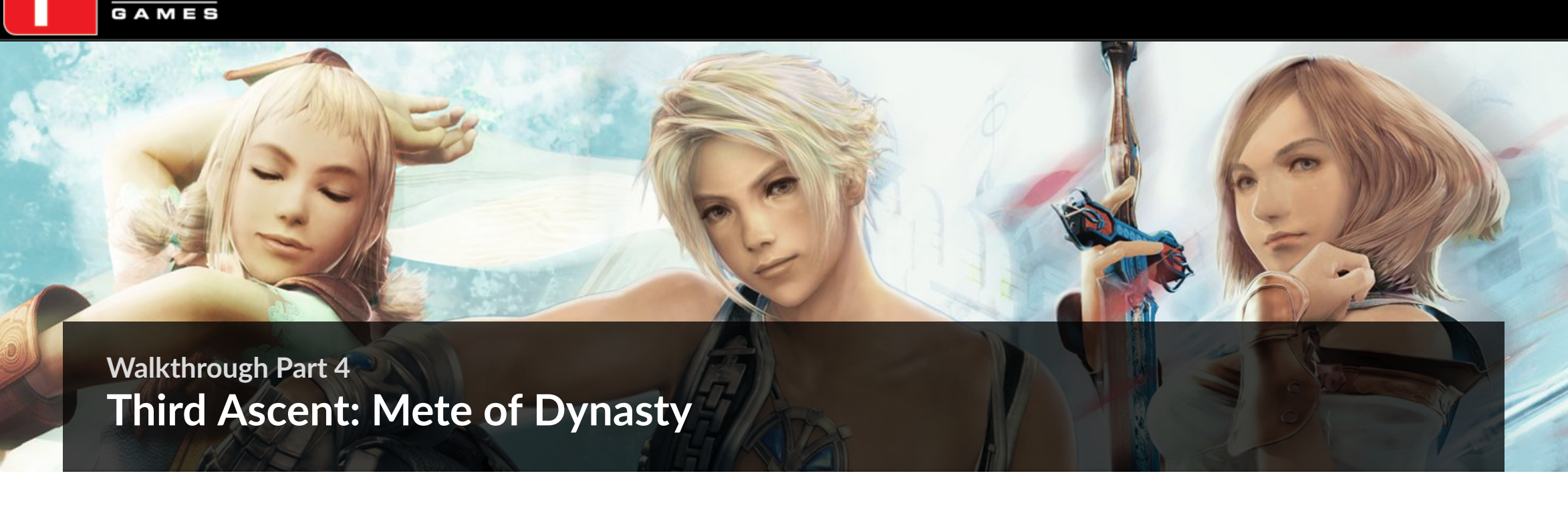
When you regain your ability at one of the 66F altars, an elevator arrives for your traveling pleasure.

After the fight, the party returns to the Bounds of Truth area on 65F. Open the door to the east and follow the big hallway to the next door, the Threshold of Sacrifice. When the party steps through this door, you find four altars that match the four down in The Reach (60F) where you selected the ability to sacrifice. Now you can get that ability back!

Touch the altar that corresponds to that ability you relinquished (Wealth is items; Magicks is magicks; Steel is weapons; and Knowledge is the Mini-Map) to regain that lost ability. This triggers the arrival of an elevator called the Dais of Ascendance. Step aboard and select "67F" as your destination.

67F: Reach of the Occult

Save your game at the Save Crystal, then use the Way Stone to teleport to the Pharos Third Ascent.



Walkthrough Part 4

Third Ascent: Mete of Dynasty

TOWER (RARE GAME)

LEVEL	HP	EXP	LP
—	—	—	—

AERONITE

LEVEL	HP	EXP	LP
49-50	18004-18684	6156-6359	2

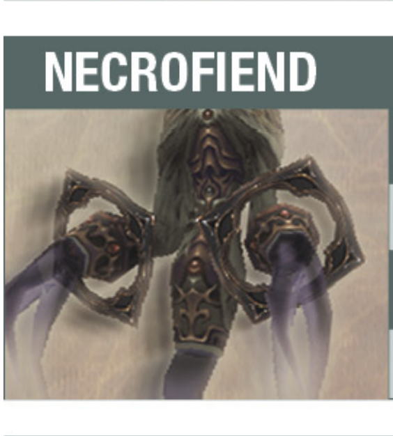
PUROBOLOS

LEVEL	HP	EXP	LP
49-50	9531-9691	3554-3730	1

ZOMBIE WARLOCK

LEVEL	HP	EXP	LP
48-50	7598-7958	3838-4158	1

NECROFIEND

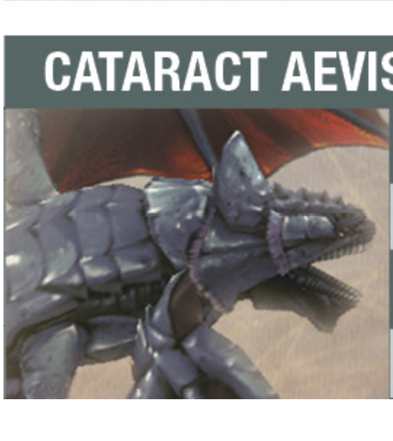


LEVEL	HP	EXP	LP
48-51	13249-13709	4809-5289	1

DEAD BONES

LEVEL	HP	EXP	LP
49-50	11122-11302	4233-4393	1

CATARACT AEVIS



LEVEL	HP	EXP	LP
50-51	23241-23921	8078-8281	2

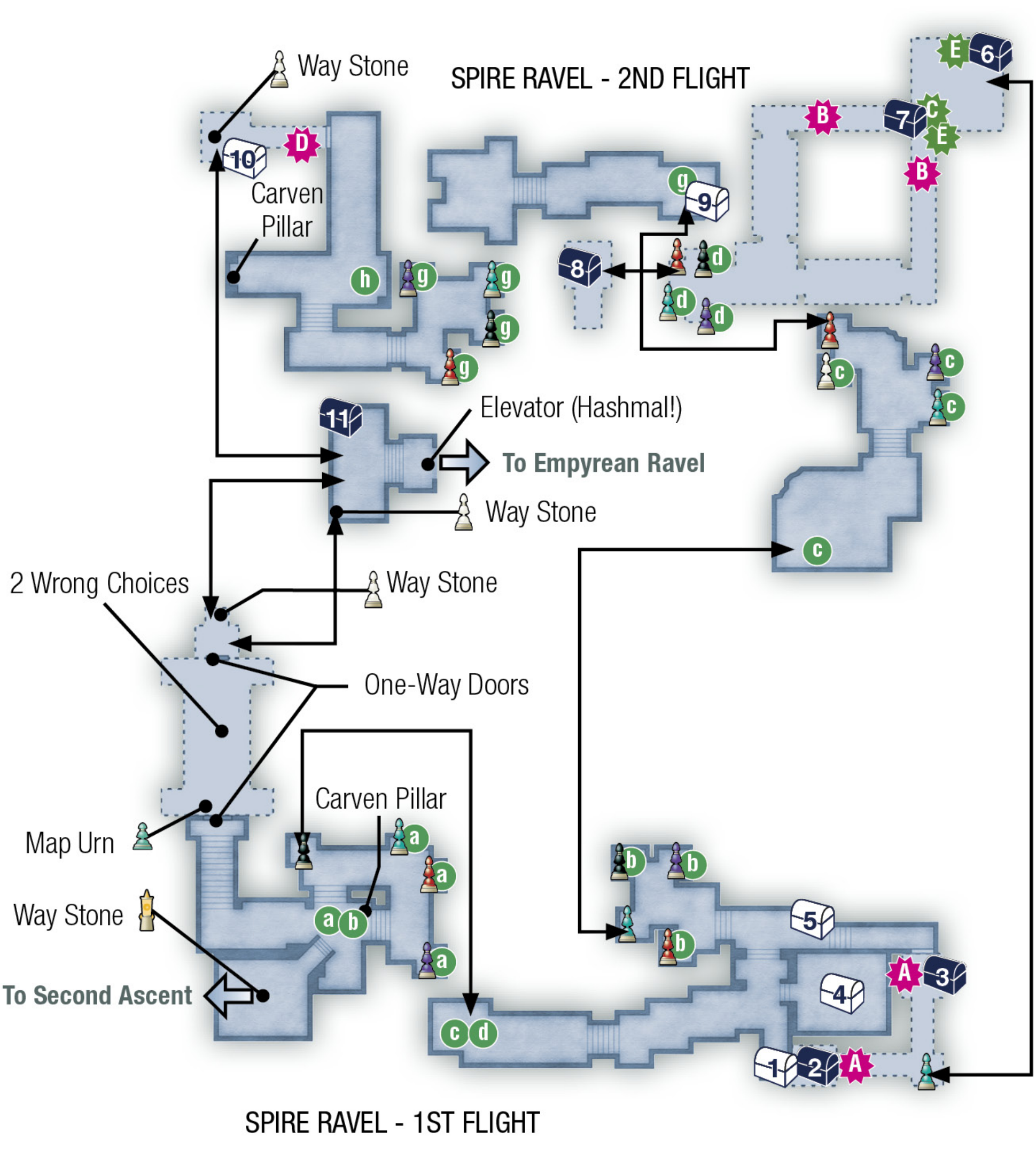
Action Checklist

1. Solve the sigil color code system to teleport through the ascent.

2. Defeat Hashmal.

3. Defeat Gabranth.

4. Defeat Dr. Cid and the Esper Famfrit.



TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	80%	40%	~500	X-Potion	Wyrmfire Shot	Knot of Rust	Meteorite (A)
2	100%	0%	—	Antares	Antares	Antares	Antares
3	100%	0%	—	Flare	Flare	Flare	Flare
4	80%	40%	~500	Hi-Potion	X-Potion	Knot of Rust	Meteorite (A)
5	80%	40%	~500	X-Potion	Nishijin Belt	Knot of Rust	Meteorite (A)
6	100%	0%	—	Ardor	Ardor	Ardor	Ardor
7	100%	0%	—	White Robes	White Robes	White Robes	White Robes
8	100%	0%	—	Ultima Blade	Ultima Blade	Ultima Blade	Ultima Blade
9	80%	40%	~500	Aeroga Mote	Cura Mote	Knot of Rust	Meteorite (A)
10	80%	40%	~500	Hi-Potion	Blazer Gloves	Knot of Rust	Meteorite (A)
11	100%	0%	—	Elixir	Elixir	Elixir	Elixir
12	100%	0%	—	Dark Matter	Dark Matter	Dark Matter	Dark Matter
13	3%	0%	—	Dark Matter	Dark Matter	Dark Matter	Dark Matter
14	100%	0%	—	Megalixir	Megalixir	Megalixir	Megalixir
15	2%	0%	—	Megalixir	Megalixir	Megalixir	Megalixir

Use the Teleport Stones to Cross the Third Ascent

80F: Spire Ravel, 1st Flight

Yes, the map in this section looks scary, but this Way Stone transit system is easy to navigate if you just follow these simple steps:

- When the party arrives from the Second Ascent, watch out for the Purobolos! When these bomb creatures explode, they can take out multiple party members if they aren't at full health. Don't forget to read the Carven Pillar which states, "To seal of night look first."

- Night is dark, right? So go up the stairs on either side of the pillar and go to the black Way Stone. It is identified as "Way Stone – Black Sigil" when you approach it. Use the Black Sigil to teleport across the gap to another section of the Spire Ravel, 1st Flight area.

Two Wrongs Don't Make a Right

In fact, two incorrect choices of the Way Stone sigils gets the party zapped to a truly brutal hidden room with a Map Urn and a seemingly unending supply of undead foes (Zombie Warlocks, Dead Bones, Necrofiends, and the like). They just keep coming, and they like to infect their targets with Disease! If you end up in this place, grab the map right away and desperately fight and heal diseased allies with Serums, Cleanse, and Remedies (with Remedy Lore 3) until the door opens.

- Proceed east to an intersection.

You have a choice of two paths at the intersection and both work. You can choose to turn left (north) and head up to the next sigil platform, fighting through a painful Purobolos swarm (five of them!) to use the Green Sigil. Instead, let's take the secret path that leads to some treasure!

- At the intersection, turn right (south) and walk into what looks like a dead-end alcove. Find the Fool's Facade and smash through it to find a hidden hallway and a Green Sigil. Use it to teleport to another secret hall in the next area.

83F: Spire Ravel, 2nd Flight

You're about halfway through the Third Ascent at this point.

- Step into the first trap. It's a rejuvenation trap and it heals your party! The traps down the two side halls are explosive, though, so carefully maneuver around whichever route you take. You can go down either hall, since both are essentially the same, and meet up around the corner.

- Smash through a pair of fake walls to reach the sigil platform, where an Aeronite hovers. Remember that Thundaga works wonders against these flyers. Also remember that Telekinesis works even better. Use the Way Stone - Red Sigil and not the purple "Sigil of Sacrifice," which is also a reddish color.

- This takes the party to a small platform beneath two more Aeronites. Zap them out of the sky, then examine the four Way Stones.

- The "Sigil of Sacrifice" is on all four stones, but the colors match up with the four altars back in The Reach. Touch the sigil with the color that matches the ability you chose to lose. The color associations are: Yellow-Wealth (items), Purple-Magick (magick), White-Steel (weapons), Pink-Knowledge (map).

- When you select the right color, the party ends up on the northwest platform. Go forward and read the Carven Pillar to receive your last clue in the phrase "untainted by tint or color." When you approach the final sigil platform, you will see the usual four colors—nothing colorless. If you use any one of these, the party gets zapped back to a previous location.

- Instead, go to the northernmost end of the platform and find the Fool's Facade on the left wall. Smash through it to find a clear Way Stone. Use the Way Stone to teleport to one last platform.

- Look out! The last Way Stone teleports the party to 88F, which is directly underneath the rare monster, Tower. It takes time to defeat this foe, so keep everyone Hasted and healed if you encounter this hostile golem. Finally, climb the stairs and use the Dais of Ascendance elevator. Select "90F" and take the elevator to another Esper meeting.

Here's the final sigil: a colorless Way Stone behind the fake wall in the extreme northwest part of the map.

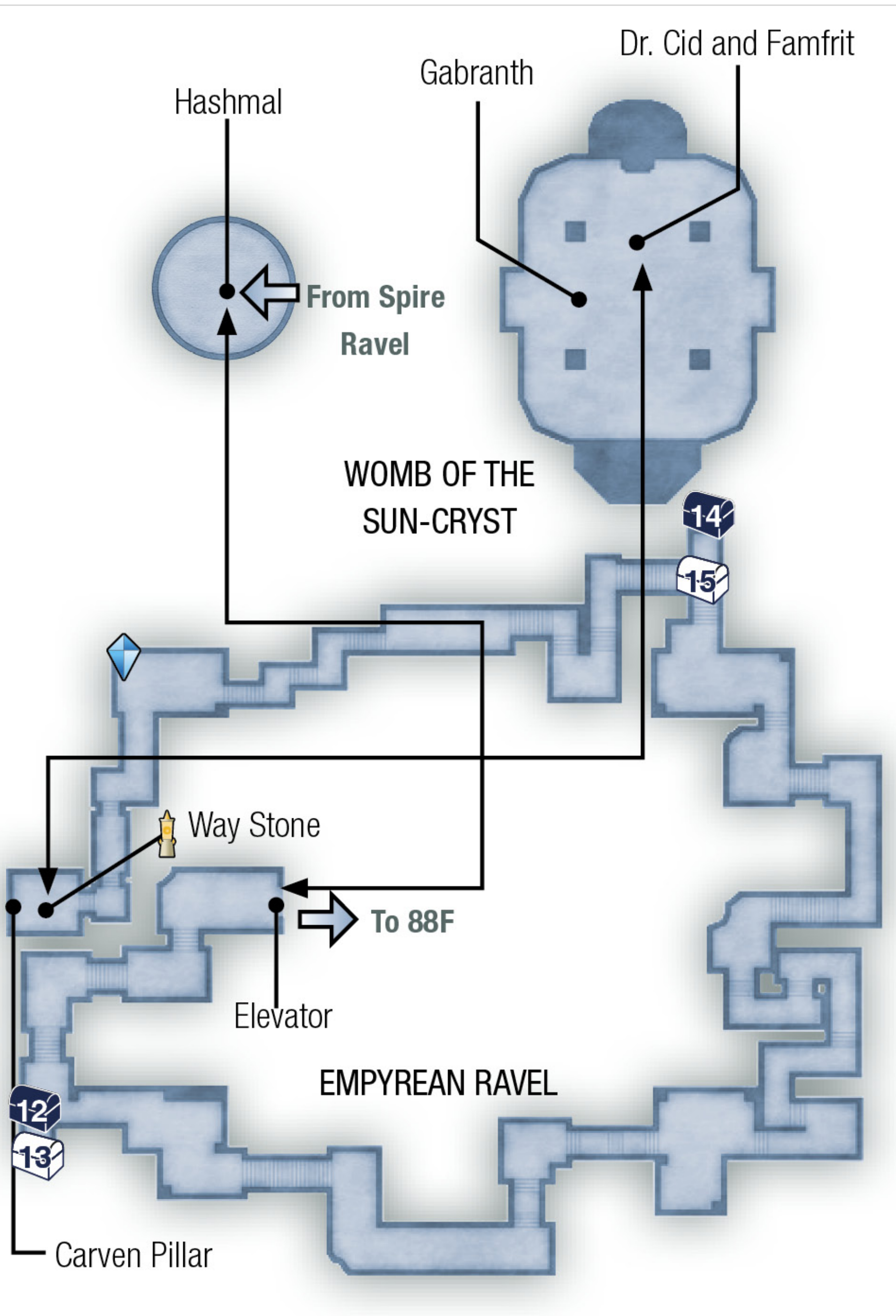
Hashmal,Bringer of Order

LVL	HP	EXP	LP	STEAL
50	209060	0	52	Leo Gem, Hi-Ether, High Arcana

Hashmal lashes out hard and shields himself magickally as his HP drops.

Hashmal drops right onto your stalled lift platform! Dispel the boss's protection and cast Haste, Protect, and most importantly, Float on your party right away. With his most powerful attacks nullified by the Float status effect, his negative status effects are the only things you will have to worry about. He will hit your party members with Slow several times during the battle, so be ready to recast Haste. You may also want to equip your magick caster with a Sash for this fight to keep him or her immune to the Slow status effect. To counteract the Disease status, make sure you have a Cleanse or Serum gambit ready or heal manually.

Hashmal unleashes a powerful area spell when his HP is reduced to about one-quarter. However, characters with the Float status are immune to Hashmal's earth-based attacks. In case you don't have Float, keep everyone's health high to survive Hashmal's Quakeja spell. When his HP drops in HP critical range, Hashmal erects a magickal shield that keeps him immune from attacks for a short period of time. Focus on healing when this occurs until the shield disappears, then finish him off. When victory is yours, Hashmal appears on the License Board. The party also arrives at a new location. It makes the most sense to unlock Hashmal on the license board of either a Knight or Monk character, since he'll open access to otherwise-unreachable white magick for them.



90F: Empyrean Ravel

Just follow the long, linear route up. When you pass 91F, watch the short event with Fran in which she says "the din of the Mist grows greater." The Sun-Cryst must be nearby. Keep climbing all the way to the Save Crystal on 98F, which is truly a welcome sight at this point. As indicated at the beginning of this section, if you want to make a sort of "master" endgame Save File, now's the time to do it. There's more story yet to play out till after the Pharos, but you won't have guest characters for the home stretch. So if you want Reddas to tag along for extra firepower on side quests, don't advance farther just yet. Or, at least, make two Save Files—one to back out of Pharos and go about grinding levels and hunting marks, and the other to continue to the story's conclusion now. Once you get your Save File situation sorted out, now is a good time to give the party's gambits and gear a solid once-over till you're satisfied. Finally, continue to the Way Stone and teleport to trigger a dramatic event.

Here you learn some secrets that we will not reveal in this book. Watch carefully and prepare for a boss fight, which is then followed by another boss fight. Yes, the road out of the Pharos lighthouse is a very difficult one.

What will Lady Ashe do?

Judge Gabranth

LVL	HP	EXP	LP	STEAL
47	64049	0	18	Potion, Hi-Potion, X-Potion

Gabranth's Guilt technick takes a heavy toll on his target.

As boss fights go, this one isn't complicated. Gabranth is one of the more straightforward foes you'll face in the game. Follow the standard drill: Immediately cast Dispel to remove his protections, then cast Haste and Protect on your party. Normal attacks will bring him down, and it won't take a particularly long time. Watch out for his brutal combo attack, however, as it inflicts massive damage to a single party member.

Once Judge Gabranth goes down, the party receives another happy visit from the good doctor. Cid cruelly dismisses Gabranth and makes his agenda clear, then prepares to teach the lesser humans a godlike lesson.

Dr. Cid and Famfrit, the Darkening Cloud

DR. CID

LVL	HP	EXP	LP	STEAL
50	82093	0	18	Hi-Potion, Ketu Board, Magepower Shishak

FAMFRIT

LVL	HP	EXP	LP	STEAL
52	149060	0	52	Aquarius Gem, Elixir, High Arcana

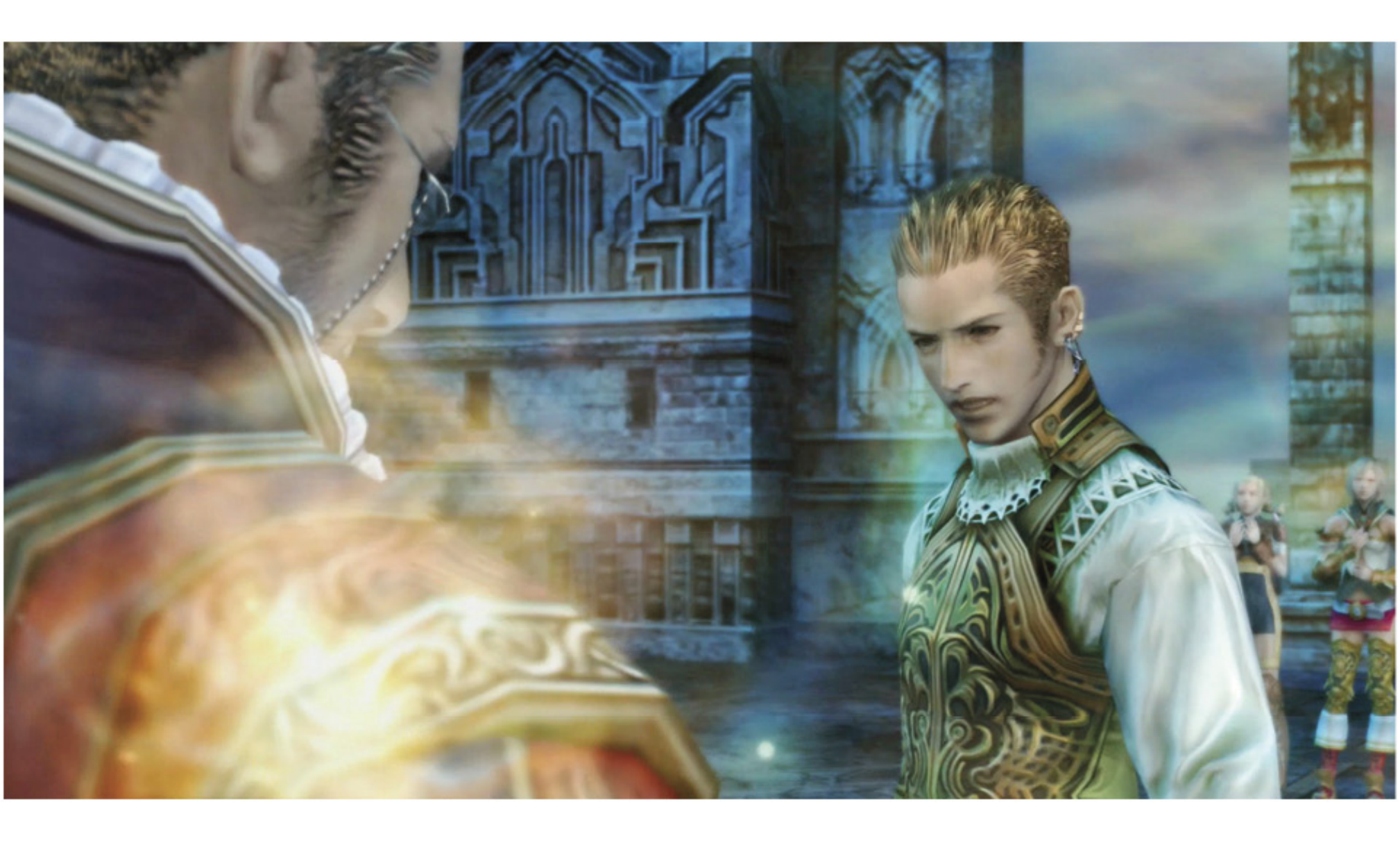
It's a two-for-one boss fight at the lighthouse. Dr. Cid is assisted by the Esper Famfrit.

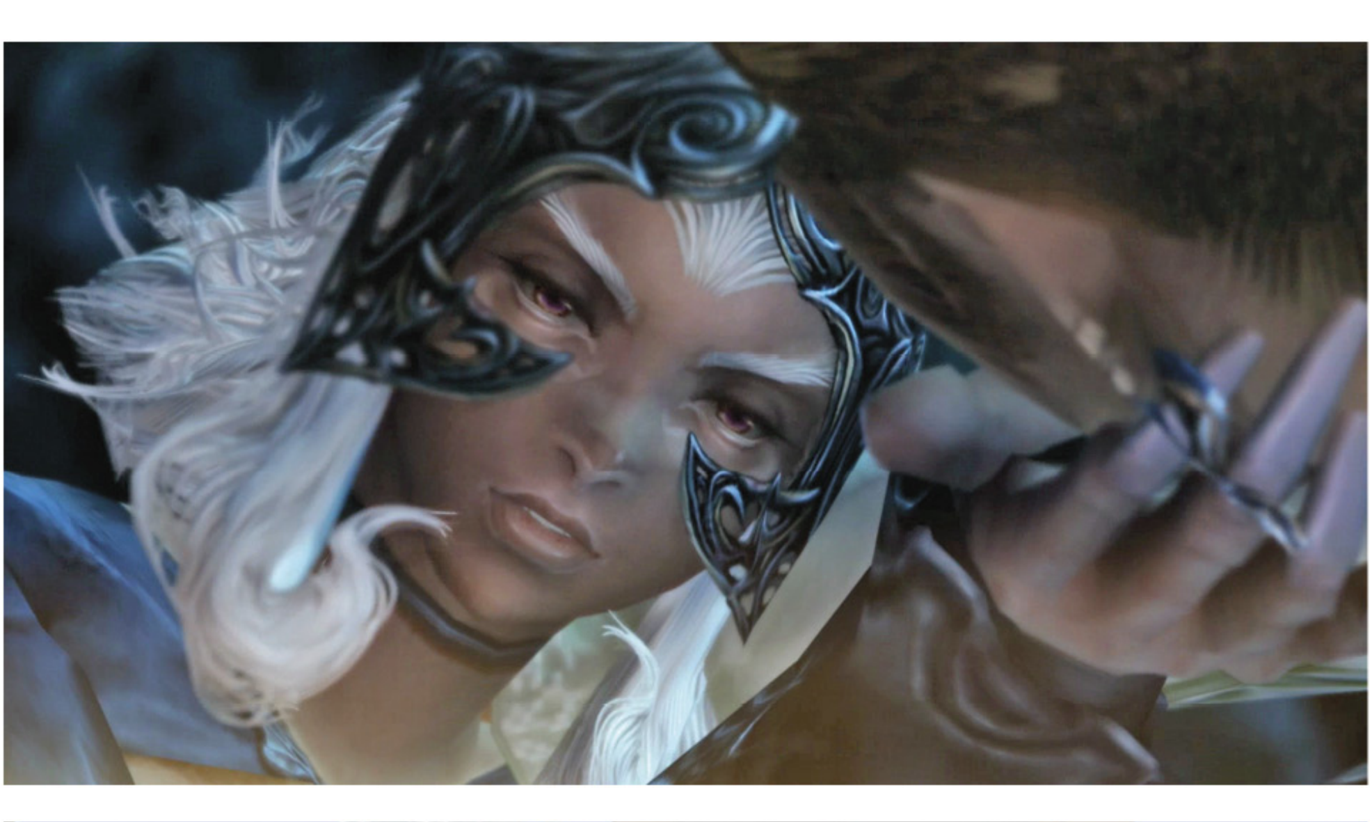
This boss battle starts out against only Dr. Cid. Cast Dispel on him and Haste/Protect on your party, then commence with your standard attacks. Hack away at Cid until his HP drops to about one-half. When this happens, he conjures up an Esper to aid him: Famfrit!

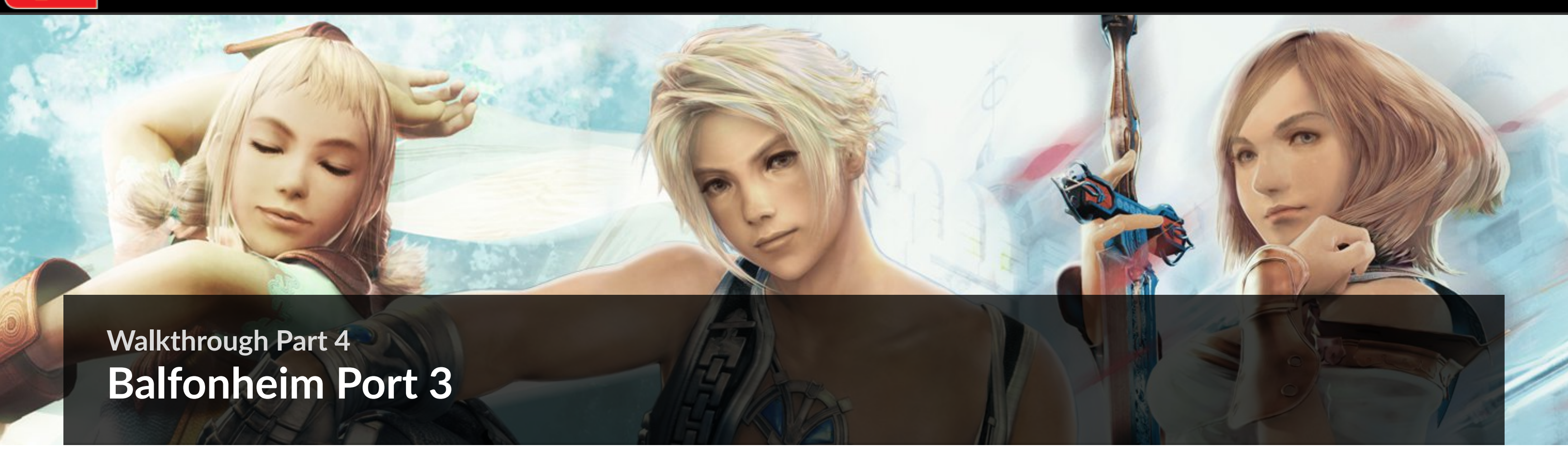
Now things get more interesting. Focus your attacks on the Esper, as Famfrit has a lot of HP. (Note that the boss HP bar at the top is for Dr. Cid only.) Also, you actually CAN'T hurt Cid while Famfrit's there. Once again, start with the usual routine of casting Dispel on Famfrit, and renew your own Haste and Protect on your party. Consider adding Shell, because Famfrit throws some magickal attacks against the party, of which the scariest is Aquaja.

From time to time, Dr. Cid brings down a barrier that makes him immune to magick for a short period of time but stay focused on Famfrit until he falls. Famfrit is weak against Fire, so cast Oil and blast away with multiple shots of Firaga, if at all possible. Occasionally, Famfrit blasts a powerful area attack that causes damage and inflicts Silence on anyone nearby. Cure that status ailment immediately! When the Esper falls, focus the party's attention back on Dr. Cid. If you're not playing catch-up with healing and raising KO'd allies, you can take him down with ease.

When this titanic battle ends, a spectacular event plays, containing the dramatic resolution of certain matters. Afterward, remember to save your game (taking care not to overwrite any pre-Pharos-finale Save Files you intend to keep handy). Finally, the party automatically returns to Balfonheim to prepare for the great finale of this epic adventure.







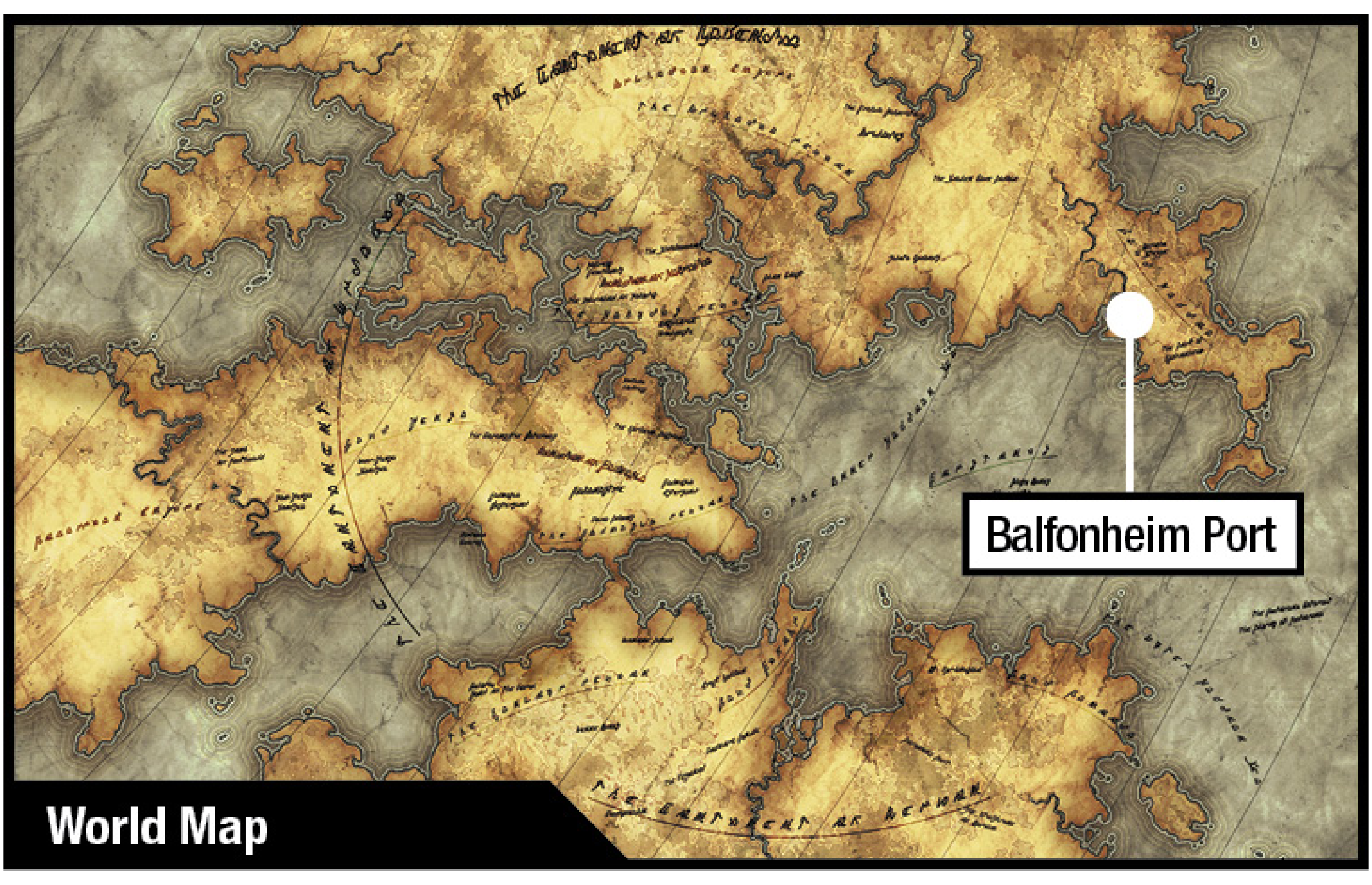
Walkthrough Part 4

Balfonheim Port 3

OBJECTIVE

Prepare for the Final Confrontation

Vayne awaits on his Sky Fortress, so make sure your party comes prepared to battle. Take some time to upgrade everything!



Action Checklist

1. Upgrade equipment and magick and expend your LP on licenses.

Buff Up!

There's no reason to hold back now. Once you leave Balfonheim for the Imperial Sky Fortress, you're past the point of no return. You'll need six strong characters with complementary skills and equipment to survive this upcoming visit to the Bahamut. At this point in the game, you should have a balanced party with all members around level 45 with the best weapons, armor, and magicks that gil can buy. If that's not the case, then head out to the Cerobi Steppe or teleport to other hostile areas and level up your characters. After events at Ridorana, all potential side quests, locations, and hunts are available. Stop by the notice board to accept any new hunts, like Pylraster.

One other suggestion: If you haven't done so already, it is strongly suggested that you read through the chapters on "Gambits" and the "Zodiac Job System" before you ship off for the sky fortress. If you've gotten this far, you're probably well versed on these gameplay aspects, however, you may be surprised at some of the things you don't know yet.

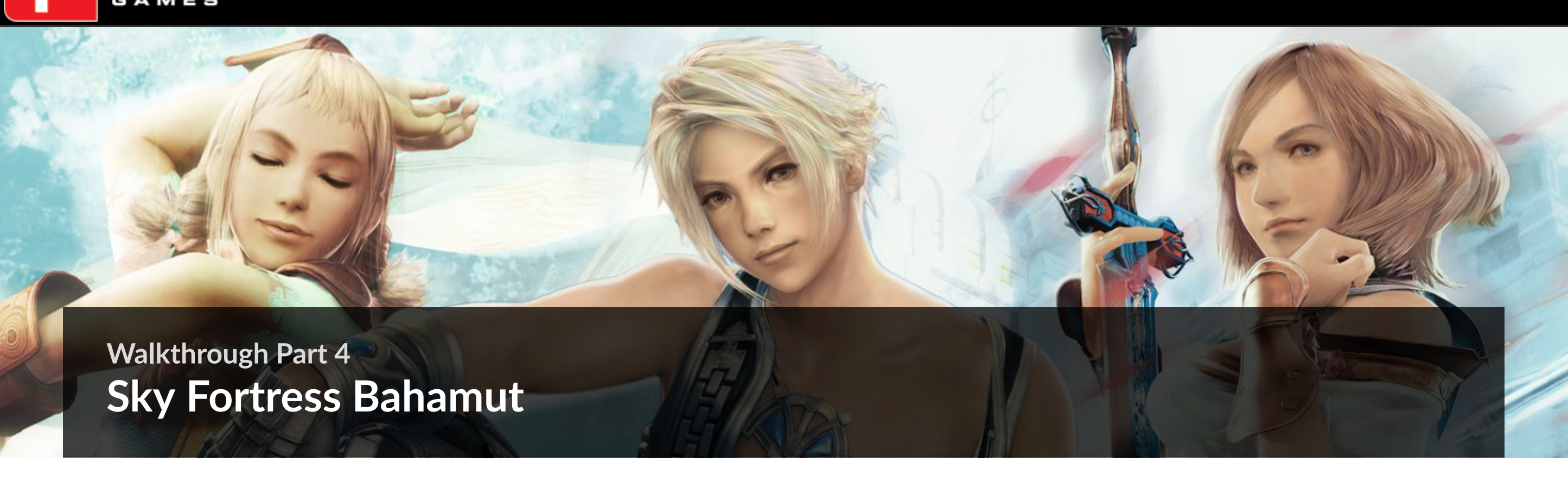
Good Licenses

Important licenses for all party members include the Martyr and Inquisitor abilities, which keep your MP levels up. You also want all of the Ether upgrades. The Bahamut finale may force you to consume all those Ethers you've been hoarding throughout the game!

Head Out!

When you're ready to roll, go to the Private Airships counter at the aerodrome. Tell the woman that you want to board the Strahl, and select "Bahamut" as your destination. (It's flashing right next to Rabanastre.) Note the next message that appears: Once you leave for Bahamut, you can't return. Ready?

Select "Yes" and watch the long event. The great Imperial sky fortress is on the move over Dalmasca. The long-feared final confrontation between the Empire and the Resistance begins and in the midst of the opening salvos, the Strahl arrives at a sky dock in the heart of the Bahamut...



Walkthrough Part 4

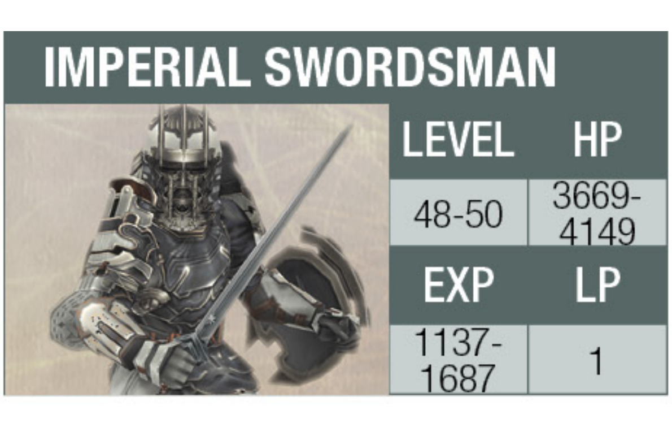
Sky Fortress Bahamut

OBJECTIVE

Stop Vayne!

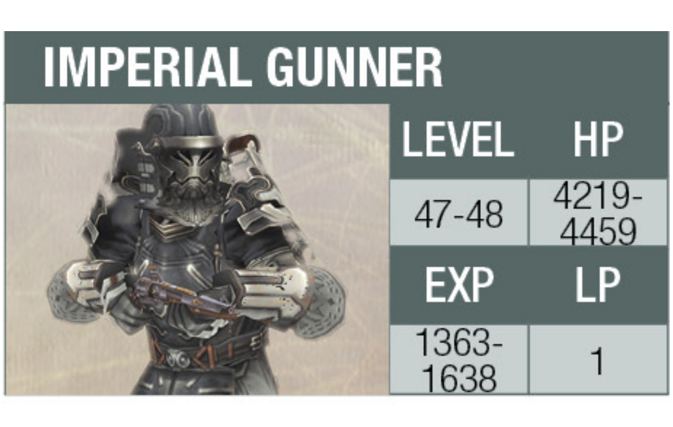
If you can get to Vayne Solidor, you can avert a war. He's most likely in the fortress command tower directly above the party. There must be an elevator somewhere...

IMPERIAL SWORDSMAN



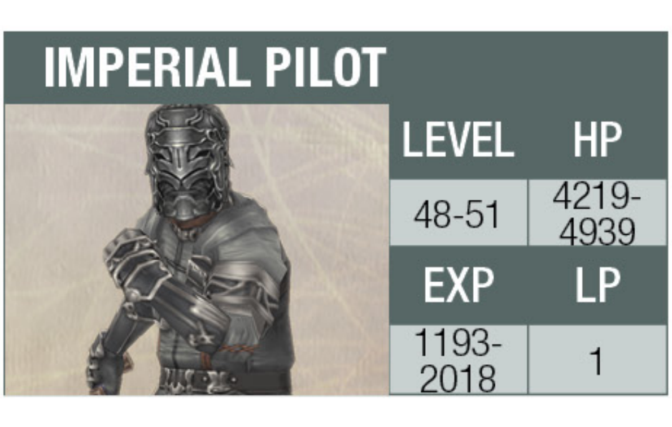
LEVEL	HP
48-50	3669-4149
EXP	**LP**
1137-1687	1

IMPERIAL GUNNER



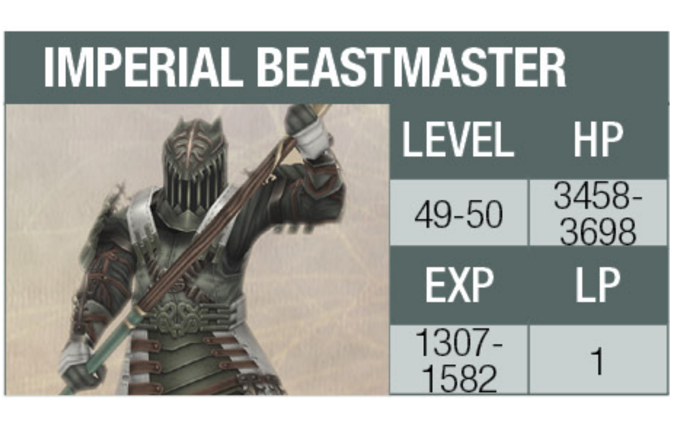
LEVEL	HP
47-48	4219-4459
EXP	**LP**
1363-1638	1

IMPERIAL PILOT



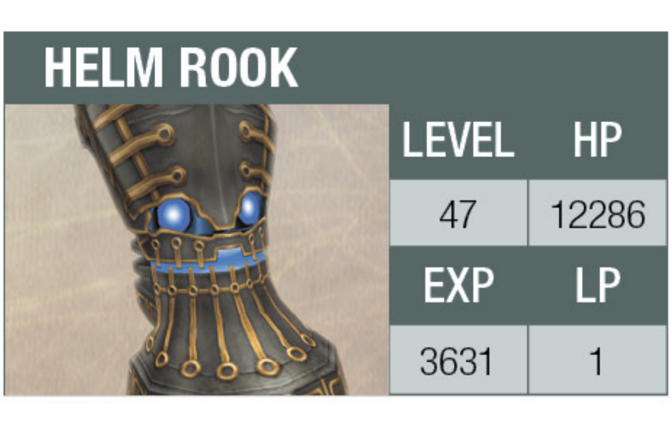
LEVEL	HP
48-51	4219-4939
EXP	**LP**
1193-2018	1

IMPERIAL BEASTMASTER



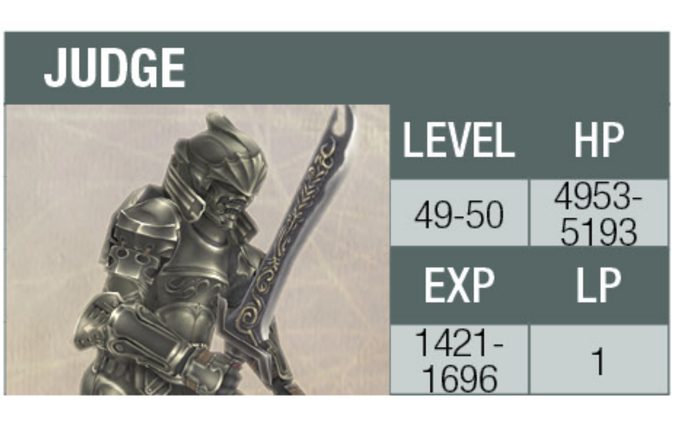
LEVEL	HP
49-50	3458-3698
EXP	**LP**
1307-1582	1

HELM ROOK



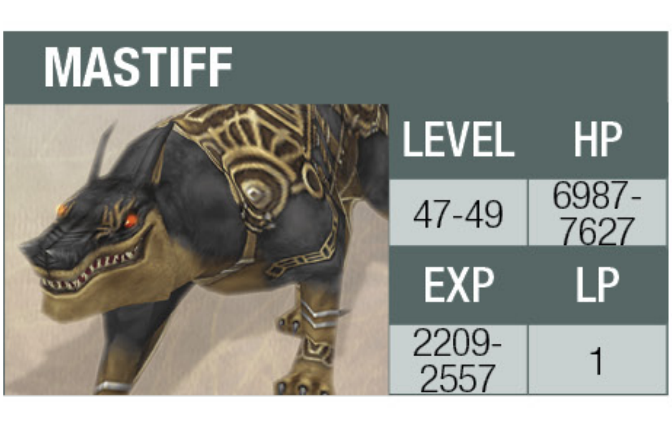
LEVEL	HP
47	12286
EXP	**LP**
3631	1

JUDGE



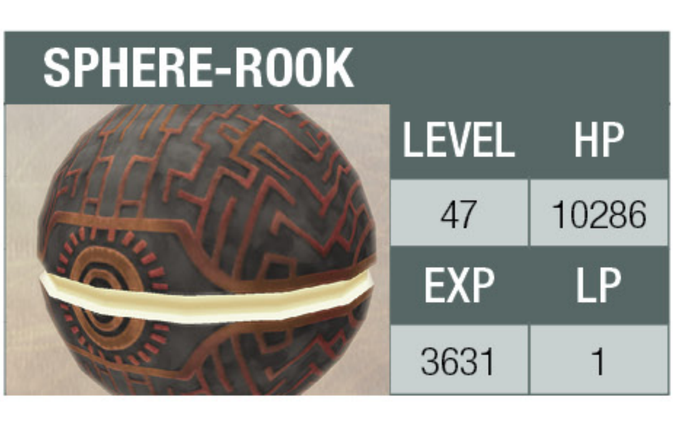
LEVEL	HP
49-50	4953-5193
EXP	**LP**
1421-1696	1

MASTIFF



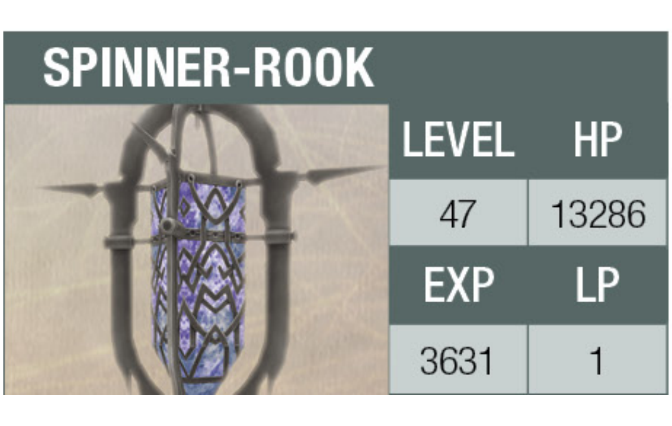
LEVEL	HP
47-49	6987-7627
EXP	**LP**
2209-2557	1

SPHERE-ROOK

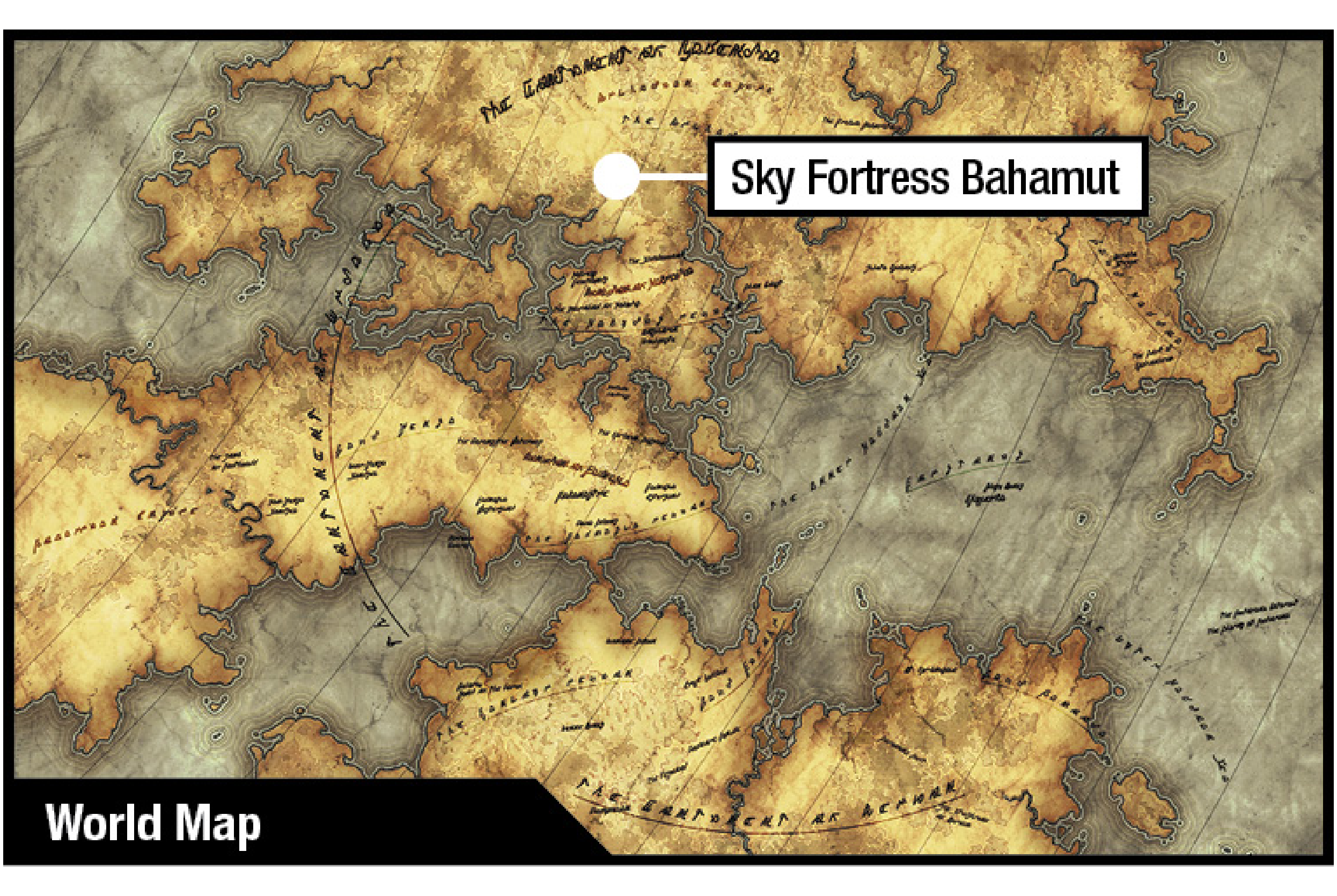


LEVEL	HP
47	10286
EXP	**LP**
3631	1

SPINNER-ROOK



LEVEL	HP
47	13286
EXP	**LP**
3631	1

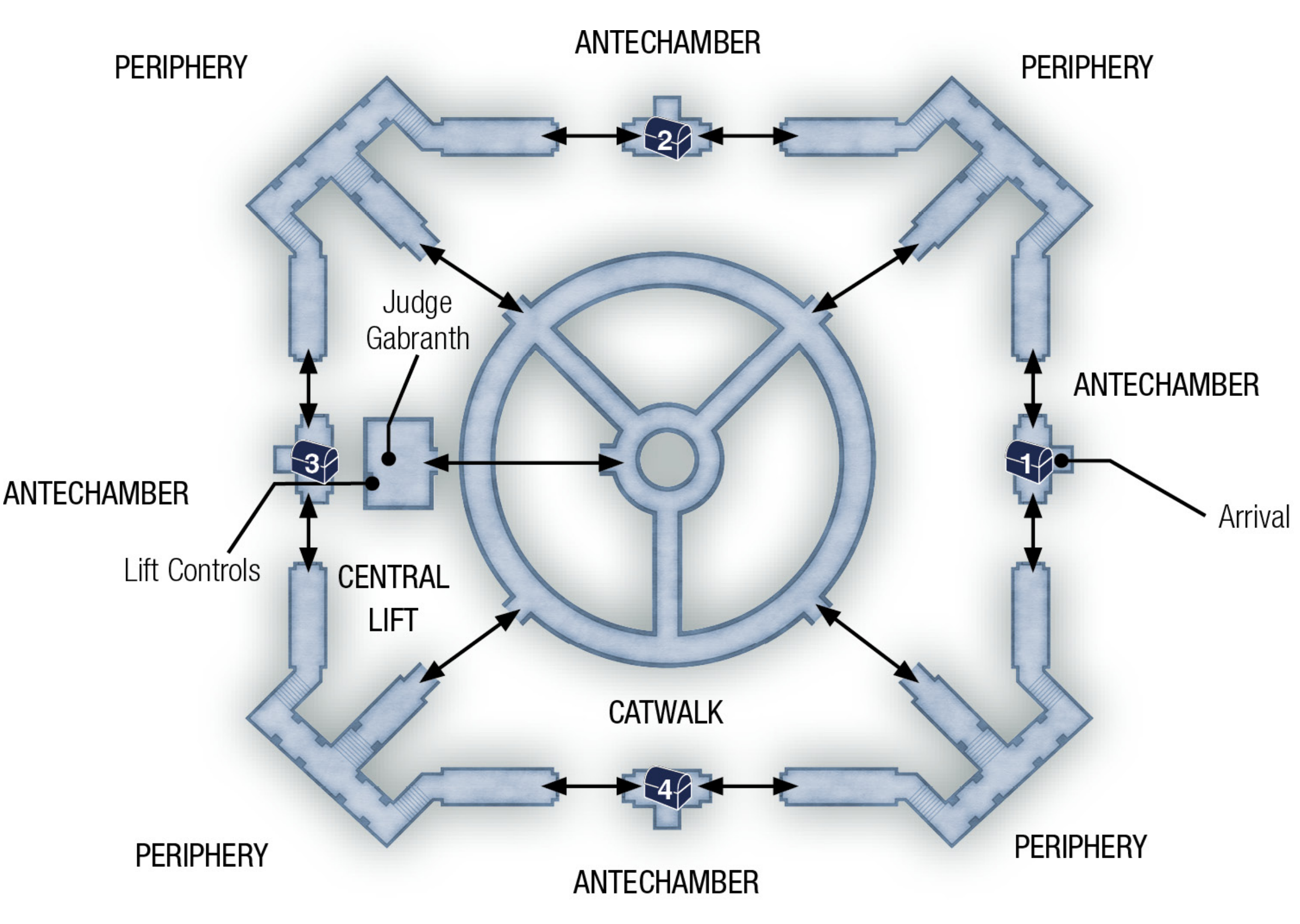


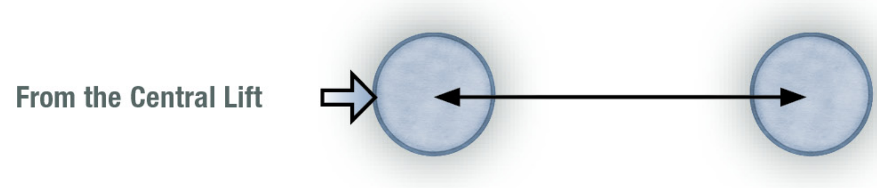
Action Checklist

1. Get to the lift platform in the central hub.

2. Defeat Judge Gabranth.

3. Defeat Vayne Solidor three times!





TREASURE TABLE LEGEND:

1 = These color chests only appear once on the map.

2 = These color chests will reappear on the maps.

	Pop odds	If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
#	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	100%	0%	—	Dark Matter	Dark Matter	X-Potion	Scathe Mote
2	100%	0%	—	Elixir	Elixir	X-Potion	Scathe Mote
3	100%	0%	—	Hastega Mote	Hastega Mote	X-Potion	Scathe Mote
4	100%	0%	—	Bubble Mote	Bubble Mote	X-Potion	Scathe Mote

Get to the Central Lift ASAP

The party starts in the Antechamber. Your goal is to reach Vayne while avoiding entanglements that will only sap your strength. Note that there are no Save Crystals in the fortress! The key is to get into the central hub as quickly as possible; the longer you take, the more forces will swarm your party's position.

COMBAT LOG
Spinner-Rook D begins casting Blind.
MISS
Dispel ACTION Fran 2265 Silence 237
Echo Herbs ACTION Ashe 2902 Slow 374
Penelo HP KO 396

Avoid mixing it up with the fortress guard units, especially the robotic armaments.

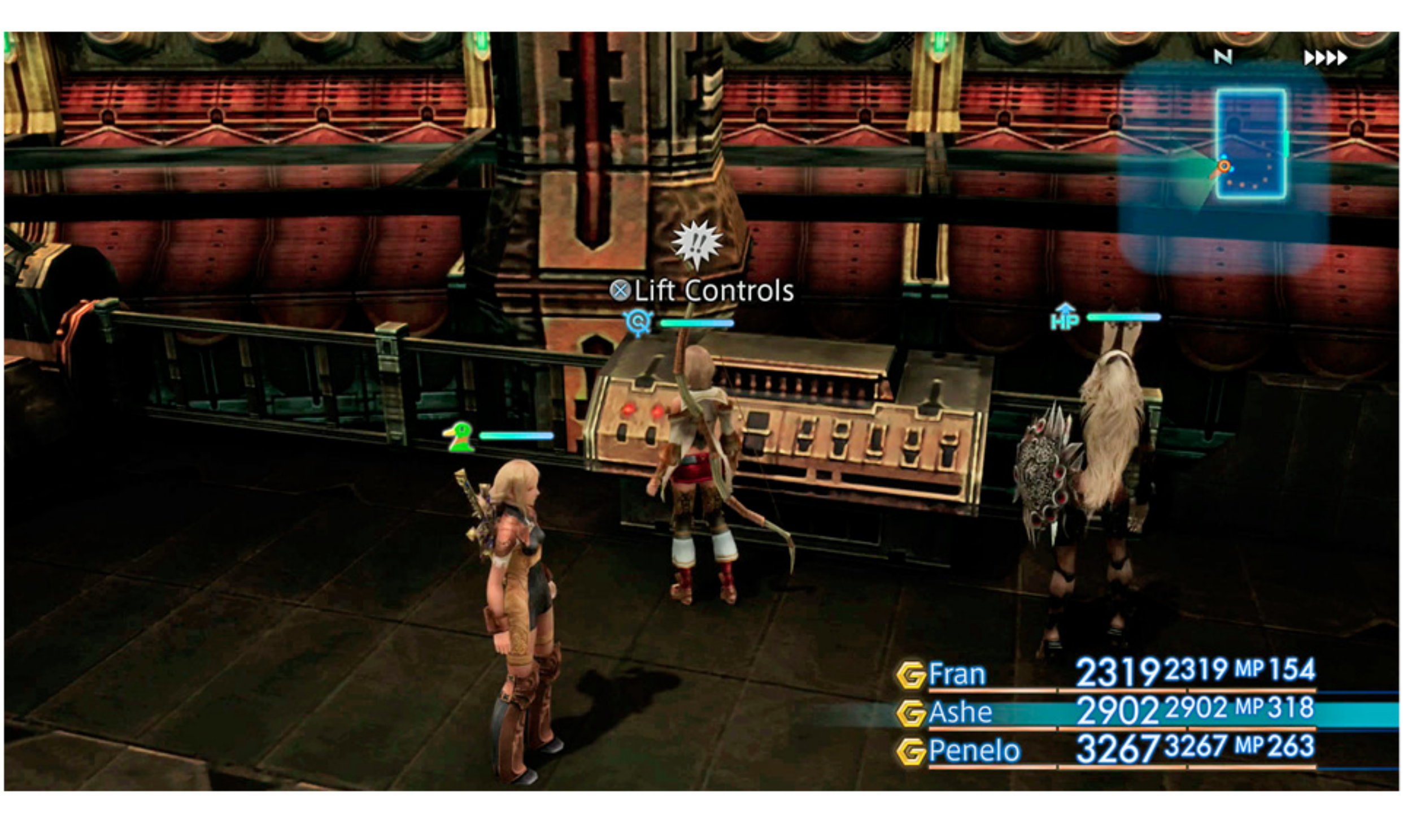
There is no Area Map, but the way to the central lift is simple. From the party's arrival point, turn left and go through the south bulkhead. In the next area, called the Periphery, follow the path and take the first left; it leads inward, toward the central hub. When you encounter hostile resistance along the way, you can simply press and hold the R2 button and flee.

HP
FLEEING
Balthier 1247 3725 MP 471
Basch 2470 3923 MP 413
Penelo 713 3523 MP 605

When you reach the next area, the circular interior hub called the Catwalk, sit back and watch the party arrive as the battle rages outside the fortress. The Catwalk is patrolled by some extremely powerful Rooks (robotic armaments that can overwhelm your party), so just run away! Veer down any of the three "spokes" leading into the circle's center. You should see the lift platform ahead. Go around the hub and run across the zone line onto the platform.

Oddly enough, the pursuit halts as you cross the zone line into the Central Lift area. Take a breath. Believe it or not, you're safe for now. Take some time to heal up, then run around the lift or use Ethers to recharge your MP to full Mist Charges.

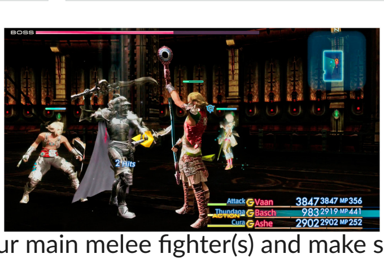
When your party reaches 100 percent HP and MP, approach the Lift Controls panel and select "Engage the lift." This brings Judge Gabranth back into the picture.



Activate the lift to trigger your first in a final series of boss battles.

Judge Gabranth

LVL	HP	EXP	LP	STEAL
49	70719	0	25	Hi-Potion, X-Potion, Elixir



Dispel him, then cast Haste and Protect on your main melee fighter(s) and make sure your healing gambits are in order. The first part of the fight will probably go remarkably smoothly, but when Gabranth's HP drops to about one-half, he suddenly regenerates all of his HP and he launches Innocence, a powerful new sword attack that will likely cause around 2000 HP damage.

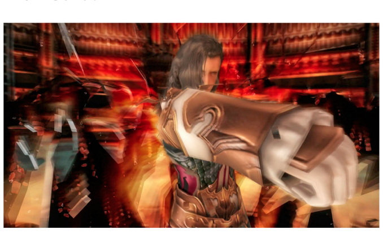
This is a very basic fight, similar to a number you've won in the course of this game already. Keep hitting him and healing your party. Make sure Raise (or better yet, Arise) is the gambit in each character's number one slot.

Vayne Solidor

LVL	HP	EXP	LP	STEAL
50	76755	0	0	N/A

This fight is similar to the other Imperial Judge boss fights in the game (Ghis, Bergan, Gabranth). Vayne unleashes heavy single target attacks/combos that are certainly painful but easily survivable. Deploy your best Heavy Armor melee fighter with a shield and use Decoy on him to draw Vayne's attention, so your support characters can cast Dispel and heal the party.

Vayne's Mach Wave technick can hit all allies for moderate damage, so be ready with Cura.



During his Force of Will technick, Vayne punches through either the fabric of reality or the screen, dealing heavy damage all around.

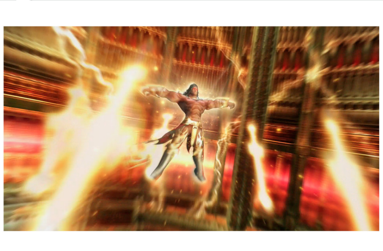
As with all fights, Dispelling Bravery, Haste, and Protect is absolutely imperative. You can't afford to leave Bravery on against monsters that hit for 1000-plus damage and then combo attack for 4-plus times a turn. Remove buffs, and keep Protect, Shell, Haste, and Bubble up on everyone in your party. Conserve MP and consumable items if possible, as two insanely powerful bosses remain with no Save Crystal in sight.

> **On Bravery**
>
> For the game's final stages (starting from about Giruvegan on, through the Pharos and into Bahamut plus all late-game side quests against optional bosses), perhaps nothing is as important as getting Bravery dispelled from foes right away. Even regular enemies like the Bunes in the Pharos can drop your characters in seconds with Bravery on. The same principle applies to Vayne and other bosses.

Vayne Novus/Sephira

LVL	HP	EXP	LP	STEAL
7	3571	0	3	N/A

LVL	HP	EXP	LP	STEAL
7	3571	0	3	N/A



Vayne Novus has more powerful technicks than before, like Inviolable Will. If an attack Vayne attempts has a cutscene, you'll almost certainly spend the immediate aftermath regrouping.

Vayne's Tree of Sephira is basically his version of a Concurrence against your party, capable of wiping out the full active contingent in one stroke.

The second incarnation of Vayne is tough enough, but his sword minions flying around can be very troublesome. If you cast Berserk on one party member, that character will focus on the swords. Now you can focus your remaining party members on Vayne Novus.

Another option is to burn a massive Quickening chain or have a Black Mage cast Scathe/Scourge to make the swords go away. Using up Mist Charges for a Quickening might not be prudent with another big boss still left after this fight, though, so try to handle the swords with less-costly tactics. Vayne is still not excessively hard to beat with standard attacks in this fight, but he is more aggressive and has plenty of help. He is also capable of putting up damage-blocking Palings, so if he does shield himself temporarily, focus all attention on his Sephira drone swords.

The Undying

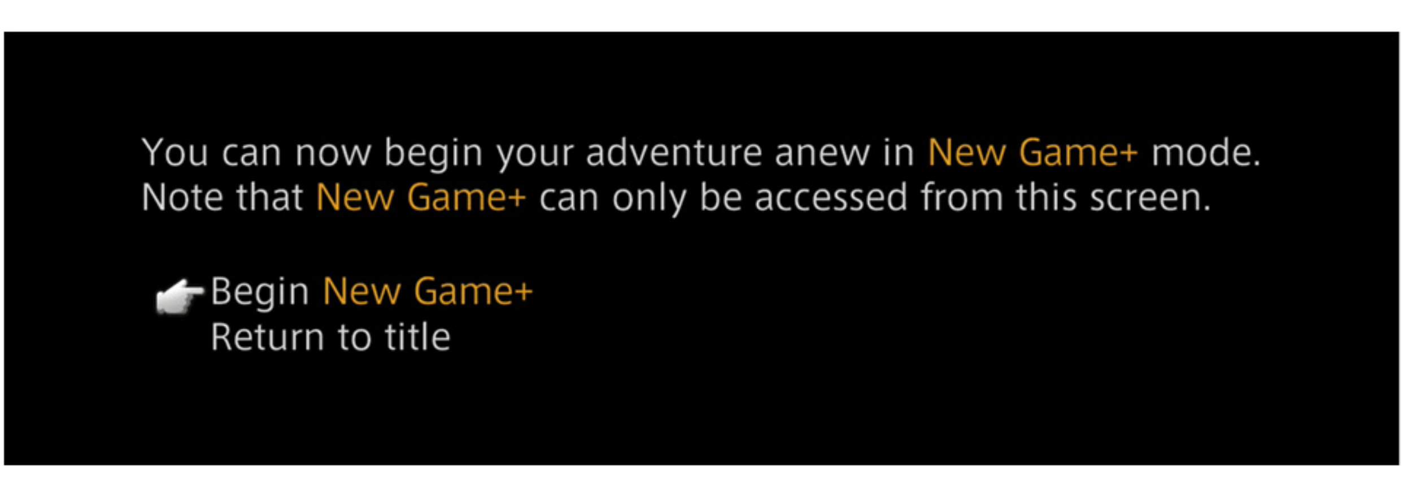
The Undying can use several extremely powerful technicks repeatedly. In order of danger, they're Ascension (moderate AOE damage), Gigaflare Sword (heavy linear damage), and Teraflare (team-wiping damage).

LVL	HP	EXP	LP	STEAL
55	228299	0	0	N/A

This fight is very difficult. At a minimum, your characters should be around level 40 but levels around 45 and above are recommended. Vayne can become immune to physical/magickal damage, while flying around the arena targeting anyone. Physical attackers can hit him, but that means getting in close and potentially leaving multiple people in the path of Megaflare, powerful area nukes, and The Undying's special attacks. When a powerful attack like Teraflare strikes the party and knocks out several allies at once, recovery maybe be a matter of swapping out KO'd allies for reserve members. In this case, be sure to use Raise or Phoenix down on the reserve members who are now KO'd, in case it happens again.

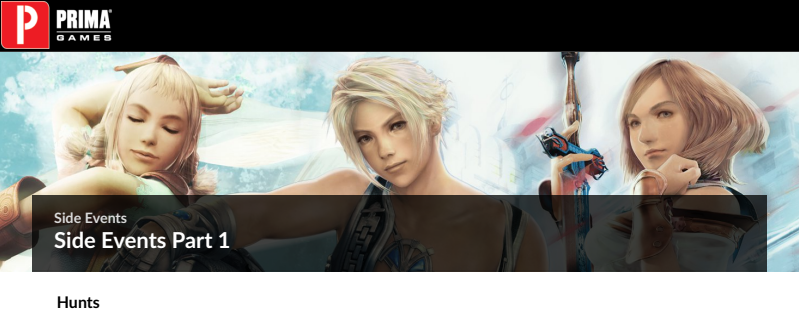
The Undying has no HP bar or any indication of his health, but at about 75 percent, 50 percent, and 25 percent he pops up different barriers that you need to wait out. Some of them block physical damage, while some prevent magickal damage. For the physical damage barrier, try to use Scathe or Flare over and over. For the magick barrier, you can just cast Bravery on your heavy hitter. Near 25 percent HP, Vayne is completely invulnerable and there's nothing you can do for what seems like a long time. It's best to just run away and heal.

This is the last fight, so don't be shy about using Quickenings, Megalixirs, and busting out Scathe/Holy Motes. Bring Rubber Suits, White Masks, and other status immunity accessories to swap in on the fly in reaction to The Undying's area nukes and status ailments. Keep plugging away, and keep an eye on your active characters' MP and HP levels, always ready to swap in a fresh ally if someone gets too depleted. When Vayne in his final incarnation as The Undying finally falls, you get a treat for the ages in the saga-ending event sequences.


You can now begin your adventure anew in New Game+ mode.
Note that New Game+ can only be accessed from this screen.

Begin New Game+
Return to title

After viewing the ending sequences and credits, you'll have the option to begin New Game+. During this New Game+ playthrough, every character will join the party at level 90! Because of this, NG+ after the main adventure is sometimes called "Strong Mode."



Side Events

Side Events Part 1

Hunts

Hunters of Clan Centurio earn extra experience, gil, and items, making hunts a very important part of FINAL FANTASY XII. Hunters can unlock most side events and set the stage to find optional bosses and Espers.

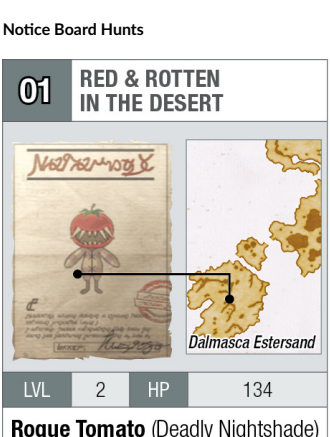
To find a hunt, go to the local tavern and check the Notice Board for new bills from petitioners. Add a hunt to the Clan Primer by agreeing to speak to the petitioner, and use its map to help find each person in need of your skills. Once you've found the petitioner, he or she shares details about the hunt. Petitioners can be anywhere, but tend to be easily found in popular areas. Please note that marks, the target of the hunt, won't appear in the Clan Primer until you officially accept the hunt.

Now it's time to hunt! The petitioner has likely provided the basic information to find the mark, but you'll find all the details in this guide. Petitioners are often vague, so expect the information in this section to be of extreme value. You can obtain additional clues by visiting Ma'kenroh in The Clan Hall. If you meet the requirements to find the mark and defeat it, return to the petitioner for a reward and maybe extra information leading to another event in the game!

That's all there is to it! There are 45 marks in the game. Normal hunts are found on the Notice Board. Montblanc (in The Clan Hall) hands out the elite marks, which are real challenges. Keep checking the board and visiting Montblanc for regularly updated hunt opportunities.

Notice Board Hunts

01 RED & ROTTEN IN THE DESERT



LVL 2 HP 134

Rogue Tomato (Deadly Nightshade)

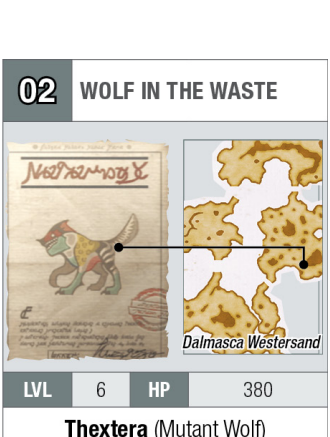
RANK **I**-II-III-IV-V-VI-VII-VIII

PETITIONER: Tomaj (Rabanastre/The Sandsea)

REWARD: 300 gil, Potion x2, Teleport Stone (Extra: Handful of Galbana Lilies)

This simple hunt is given to Vaan by Tomaj in Rabanastre. Have potions ready for healing, and use physical attacks to squash the Rogue Tomato. Don't take it lightly, it's a bit stronger than most enemies and runs away to heal itself. Pursue it down the hill to defeat it.

02 WOLF IN THE WASTE



LVL 6 HP 380

Thextera (Mutant Wolf)

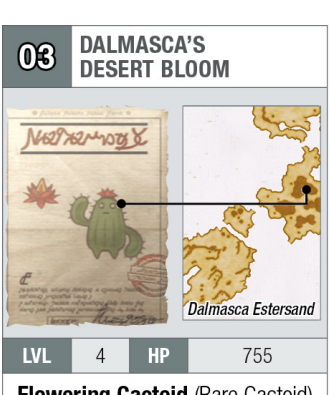
RANK **I**-II-III-IV-V-VI-VII-VIII

PETITIONER: Gatsly (Rabanastre/The Sandsea)

REWARD: 500 gil, Headguard, Teleport Stone

Accept the hunt from Gatsly in The Sandsea in Rabanastre. The mark is in the Dalmasca Westersand's Galtea Downs along a cliff wall to the left. This battle is difficult without at least three people in the party. First, eliminate the Wolves around Thextera; they fall quickly, drastically reducing the party's sustained damage. While this fight is straightforward, note that the nearly defeated Thextera uses a lethal Saber attack. Avoid maximum damage by spreading your party out. When Thextera's HP is low, it calls in more Wolves. Take them down quickly.

03 DALMASCA'S DESERT BLOOM



LVL 4 HP 755

Flowering Cactoid (Rare Cactoid)

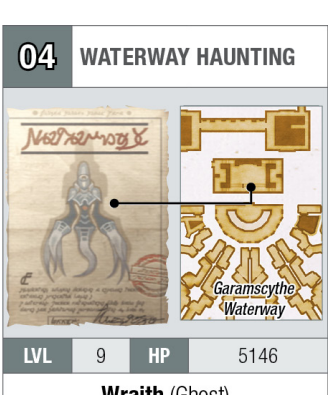
RANK **I**-II-III-IV-V-VI-VII-VIII

PETITIONER: Dantro (Dalmasca Estersand/Outpost)

REWARD: 500 gil, Potion x10 (Extra: Cactus Flower)

Find Dantro in the small outpost in Dalmasca Estersand's south side. This mark is best hunted in Rabanastre with Basch in the party. The Flowering Cactoid lurks north of the Outpost in the Yardang Labyrinth along the north edge of the middle area, likely with lesser Cactoids. Expect it to flee as it takes damage, drawing other enemies into the hunt. As the Flowering Cactoid nears defeat, it uses 1000 Needles to inflict 1000 HP of damage. Land a finishing blow quickly or this attack is lethal. Collect a Cactus Flower and speak to Dantro for your reward. He asks you to go to the village to the north (South Bank Village) to bring his wife the flower, beginning the "Patient in the Desert" event.

04 WATERWAY HAUNTING



LVL 9 HP 5146

Wraith (Ghost)

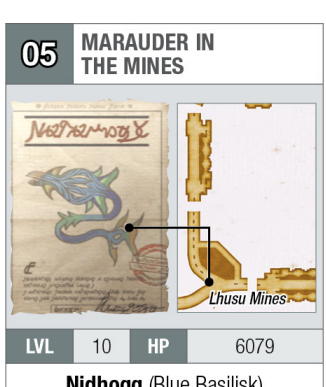
RANK I-**II**-III-IV-V-VI-VII-VIII

PETITIONER: Milha (Lowtown/North Sprawl)

REWARD: 500 gil, Ether, Gauntlets

The petitioner, Milha, waits in Lowtown's northeast corner. A Wraith wanders the Garamsythe Waterway in Storehouse 5 near the doors to the sluiceway controls. Enter the door at Storehouse 5 on the northwest side of Lowtown, and follow the corridor to the Overflow Cloaca where the Wraith will rise from the ground. If you purchased the Remedy Lore 3 license, use a Remedy to remove its Doom effect by the count of 10 or suffer instant death. A Quickening levels this foe immediately.

05 MARAUDER IN THE MINES



LVL 10 HP 6079

Nidhogg (Blue Basilisk)

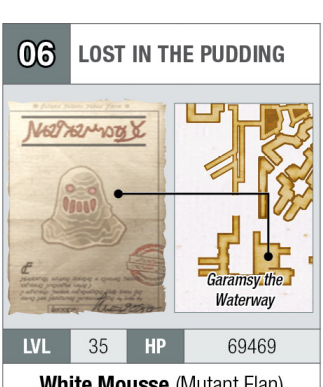
RANK I-**II**-III-IV-V-VI-VII-VIII

PETITIONER: Aekom (Bhujerba/Lhusu Square)

REWARD: 600 gil, Rose Corsage, Balaclava (Extra: Great Serpentskin)

Seek out Aekom in Bhujerba's Lhusu Square. The Nidhogg is a huge snake in Lhusu Mines at the shaft that splits in two, Transitway 1. Avoid its poison damage with potions and antidotes. Initially easy, the Nidhogg gets faster and defensively stronger near death. At this point, your ability to deal physical damage drops, so use Black magick. If you can, finish it off with a Quickening. The defeated mark leaves a Great Serpentskin for use in the "Patient in Desert" event. Don't sell this item as bazaar loot!

06 LOST IN THE PUDDING



LVL 35 HP 69469

White Mousse (Mutant Flan)

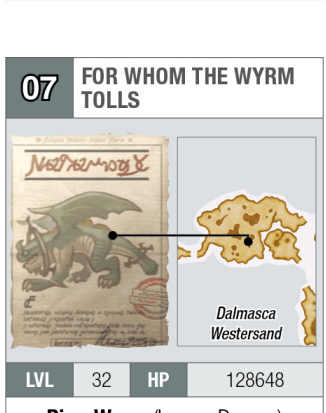
RANK I-II-III-IV-**V**-VI-VII-VIII

PETITIONER: Sorbet (Rabanastre/Westgate)

REWARD: 2800 gil, Burning Bow (Extra: Sluice Gate Key)

Sorbet is at the moogling station in Westgate, looking for a hunter for the gelatinous White Mousse in the West Sluice Control of the Garamsythe Waterway's southwest corner. It waits in the lowered area to cast Flash and blind the party, followed by Slowga, then a constant barrage of Slap and Aquaga. Hit it with Berserk, forcing it to use only physical attacks. Use Decoy to direct its attacks to one character while others heal him or her. Physical attacks and Quickenings won't be effective against a flan boss, but Espers and magick will. Fira works well, and Shear increases its effectiveness. Claim the Broken Key and return it to Sorbet for the Sluice Gate Key, used in multiple side events and hunts.

07 FOR WHOM THE WYRM TOLLS



LVL 32 HP 128648

Ring Wyrm (Lesser Dragon)

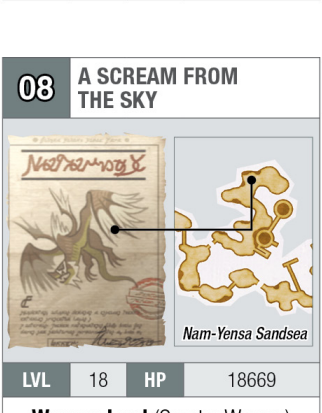
RANK I-II-**III**-IV-V-VI-VII-VIII

PETITIONER: Balzac (Lowtown/North Sprawl)

REWARD: 200 gil, Moon Ring, Icebrand

Seek out Balzac in Lowtown's North Sprawl. The Ring Wyrm is in the Windtrace Dunes in the Dalmasca Westersand south of the central region, emerging only during sandstorms (so multiple visits may be necessary). Immediately Dispel its Protect and Haste effects and cast Slow for an advantage. Using Belias the Esper is also handy because the Ring Wyrm's breath attacks heal him.

08 A SCREAM FROM THE SKY



LVL 18 HP 18669

Wyvern Lord (Greater Wyvern)

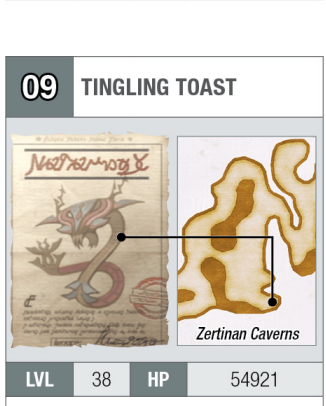
RANK I-**II**-III-IV-V-VI-VII-VIII

PETITIONER: Sherral (Rabanastre/Amal's Weaponry)

REWARD: 1000 gil, Elfin Bow, Shell Shield

This petitioner is Sherral, the Imperial Soldier in the Rabanastre weapon store. Travel to the north end of Simoon Bluff to locate the flying mark, a powerful wyvern on the west edge of the Nam-Yensa Sandsea. Equip everyone with ranged weapons or magick, and use Windbreakers to counter its Aero attacks.

09 TINGLING TOAST



LVL 38 HP 54921

Marilith (Crimson Serpent)

RANK I-II-III-**IV**-V-VI-VII-VIII

PETITIONER: Tavernmaster (Rabanastre/The Sandsea)

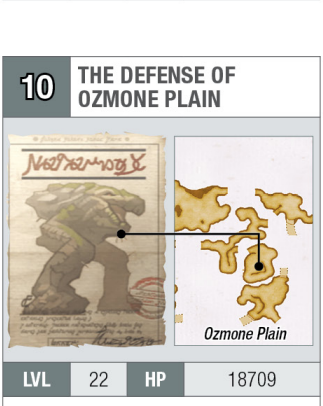
REWARD: 2200 gil, Serpent Eye, Teleport Stone x3 (Extra: Serpentwyne Must)

Once you've accepted the hunt from the Tavernmaster in The Sandsea in Rabanastre, seek the powerful serpent by entering the Zertinan Caverns from the Dalmasca Westersand. The Marilith sits at the rounded bottom-right corner of the largest room in Invitation to Heresy. Marilith combo attacks often against single targets, so use Bubble, Protect, and Decoy on a shield-wearing heavy armor character to make them the focus of the monster's damage output. Begin by casting Blind and Slow to end the fight quickly. Finally, return the **Serpentwyne Must** to the Tavernmaster.

A LITTLE EXTRA FUN

Speak to Migelo later for a bit of added fun at the end of this hunt. There's no reward, but a fun addition to the story.

10 THE DEFENSE OF OZMONE PLAIN



LVL 22 HP 18709

Enkelados (Slaven)

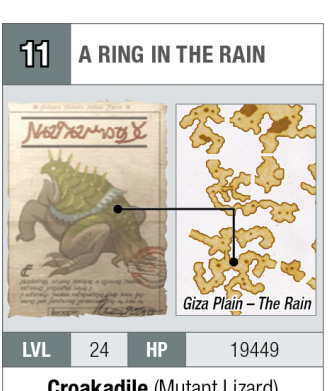
RANK I-II-**III**-IV-V-VI-VII-VIII

PETITIONER: Low-chief Sugumu (Jahara/Elderknoll)

REWARD: 1100 gil, Ether, Golden Amulet (Extra: Ermmonea Leaf)

This is a great hunt when Larsa is in the party. Sugumu needs a hunter for the herb-trampling Enkelados of Ozmone Plain. Warrior Hsemu, the bridge guard, says Enkelados hate the "Wu." Travel to The Shred in the east Ozmone Plain and rid the area of Wu. Leave, then return to find the Enkelados. Cast Dispel to quickly remove its Protect and Shell. Have one character attack up close while others avoid its Spinkick with ranged attacks while healing their attacking teammate. Don't cast status afflictions, the Enkelados nullifies them. Once it is defeated, bring the Ermmonea Leaf to Low-chief Sugumu. He asks that you bring it to Lesina in the Giza Village, who is found during The Dry and offers two Remedies for your effort.

11 A RING IN THE RAIN



LVL 24 HP 19449

Croakadile (Mutant Lizard)

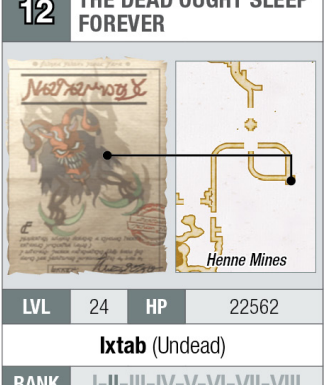
RANK I-II-**III**-IV-V-VI-VII-VIII

PETITIONER: Sadeen (Giza Plains - The Rains/Nomad Village)

REWARD: 1200 gil, Serpent Rod, Teleport Stone (Extra: Ring of the Toad)

During The Rains, speak to the lone man in the center of Nomad Village and find the mark near the bridge in Starfall Field. The battle is straightforward until nearly defeated, when Croakadile doubles its level with Growing Threat. Don't underestimate how much more powerful this makes the creature, even at critical HP. Use fire magick or a Quickening to finish it off and collect the Ring of the Toad. Return it to Sadeen, who asks that you take it to a lady in the Nomad Village during The Dry. Give Elder Brunoa the ring and return to Sadeen during the next Rain.

12 THE DEAD OUGHT SLEEP FOREVER



LVL 24 HP 22562

Ixtab (Undead)

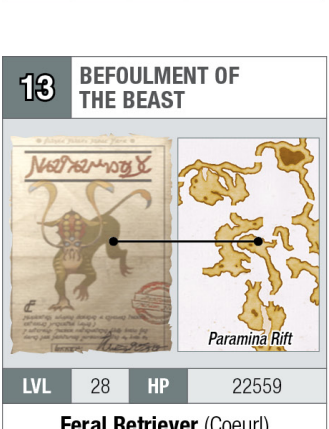
RANK I-II-III-**IV**-V-VI-VII-VIII

PETITIONER: High-chief Zayalu (Jahara/Elderknoll)

REWARD: 1300 gil, Ether, Soul Powder

Seek out Zayalu in Jahara's Elderknoll. Hunt Ixtab, an evil spirit hiding in the Henne Mines. Make it appear by entering the Henne Mines from the Ozmone Plain, close to the Phase 1 Shaft and its southeast corner. Equip your leader with a Power Armlet to block the Ixtab's greatest weapon, Stop. Have plenty of Chronos Tears on hand for everyone else. It also uses Doom, but that shouldn't be an issue.

13 BEFOULMENT OF THE BEAST



LVL 28 HP 22559

Feral Retriever (Coeurl)

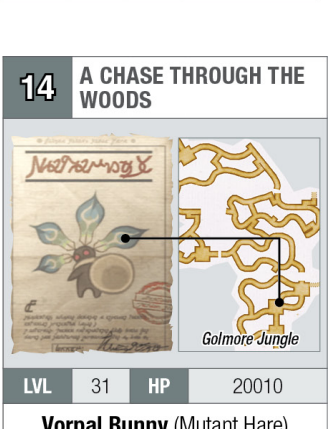
RANK I-**II**-III-IV-V-VI-VII-VIII

PETITIONER: Hymms (Mt Bur-Omisace/Sand-strewn Pass)

REWARD: 1500 gil, Hunting Crossbow, Teleport Stone x2

Speak with Hymms in the Sand-strewn Pass in Mt Bur-Omisace. The mark lurks in the southern part of the Spine of the Icewyrm within the Paramina Rift, near the Stilshrine of Miriam. It has a mass petrify attack and many status attacks. Have Esuna ready and at least one party member equipped with a Nishijin Belt to avoid Sleep. Beware the Feral Retriever's near-death cast of Balance, potentially lethal due to its high HP.

14 A CHASE THROUGH THE WOODS



LVL 31 HP 20010

Vorpal Bunny (Mutant Hare)

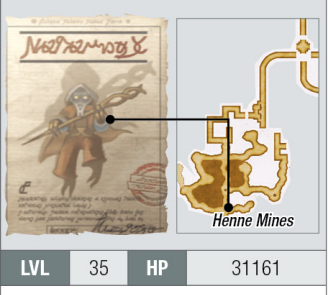
RANK I-II-**III**-IV-V-VI-VII-VIII

PETITIONER: Nera (Eruyt Village/Spiritwood)

REWARD: 2000 gil, Lightning Arrows, Gillie Boots (Extra: Rabbit's Tail)

Locate Nera in the Spiritwood section of the Eruyt Village. A black dreamhare is on the loose in the Rustling Chapel. You'll find it prefers to run away and let other creatures do the fighting. Ranged weapons help, but casting Berserk on the bunny forces it to stop and fight. Follow with Blind, Silence and Slow. Return the Rabbit's Tail to Nera and claim the reward.

15 THE MINE FLAYER



LVL 35 HP 31161

Mindflayer (Mindflayer)

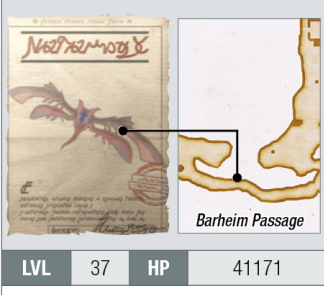
RANK I-II-III-**IV**-V-VI-VII-VIII

PETITIONER: Warrior Guromu (Jahara/Lull of the Land)

REWARD: 2200 gil, Carmagnole

Seek out Guromu in Jahara. The mark, drawn to magick users, is located in the Henne Mines where the Mist is densest at the south end of the Phase 1 Dig. Enter the mines from Ozmone Plain and bear right. The Mindflayer uses Stop and other harmful status effects. The worst is Invert, which switches your HP and MP. Immediately cast Berserk on it to prevent it from casting magick, then use Slow to maintain normal speed. The first time it reaches critical HP, Mindflayer uses a technique that fully heals itself and bestows Haste, Protect, Shell, and beneficial status effects. Once complete, Guromu sends you to Geomancer Yugelu. Yugelu describes power resting at the bottom of the Henne Mines, but you can't face this challenge until you've gathered many "great beings." This is the introduction to the ultimate Esper, Zodiark.

16 THE DESERTER'S REVENGE



LVL 37 HP 41171

Bloodwing (Mutant Steeling)

RANK I-II-III-**IV**-V-VI-VII-VIII

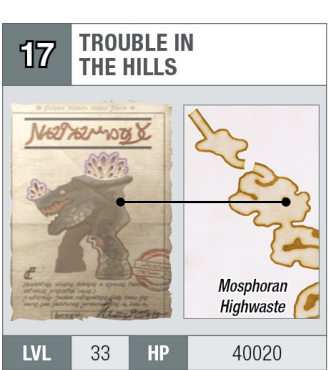
PETITIONER: No. 381 (Dalmasca Estersand/South Bank Village)

REWARD: 2400 gil, Stun Bombs, Vampyr Fang

Find No. 381 along the beach in South Bank Village. He seeks revenge against a mark in the West Annex of Barheim Passage. The area is full of undead foes, which makes it quite difficult. The mark is in the center of the long stretch along the south. Move through the area slowly to avoid getting in a big battle with several undead and the Bloodwing.

This foe is a flyer, so bring a party with ranged weapons (bows, guns, bombs, and spears). The key to this battle is to Silence and Blind the enemy early on. Silence removes its powerful magick attacks and Blind cripples its melee assault. With these two status effects in place, the fight becomes fairly simple. Remember to always immediately attack any undead foes that appear; use Silence on them, too.

17 TROUBLE IN THE HILLS



LVL 33 HP 40020

Atomos (Mutant Slaven)

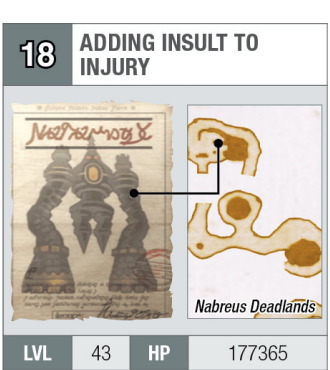
RANK I-II-**III**-IV-V-VI-VII-VIII

PETITIONER: Burrogh (Nalbina Fortress/Jajim Bazaar)

REWARD: 1800 gil, Gaia Rod, Platinum Shield

Burrogh says trade is being disrupted by a huge beast in the Mosphoran Highwaste at the north end of Northern Skirts. Immediately Dispel the Atomos's status effects, and as needed throughout the battle. Atomos uses White Wind to protect against harmful status effects, so use one fighter and two support characters. Atomos focuses on physical damage, so control which character it attacks with Decoy.

18 ADDING INSULT TO INJURY



LVL 43 HP 177365

Roblon (Augmented Automaton)

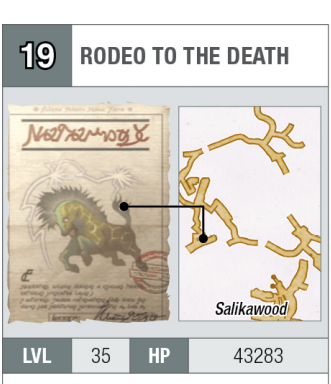
RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Morgen (Nalbina Fortress)

REWARD: 3100 gil, Giant's Helmet, Mythril

The clues are vague. Morgen points to the Nabreus Deadlands. The other clue is tall grasses and a bank of thick fog. Look for a hidden path in the northwest corner of the Slumbermead leading to Fog Mutters and then Overlooking Eternity. The battle with Roblon is tough. Dead Bones pop up throughout the fight, but they're helpful if you defeat enough to create a long battle chain. Each time one falls, it may drop a bonus restoring lost HP or MP. The Roblon is powerful, using multiple elements and draining the party's MP with Fear. Use Slow to ease its pace and repeatedly pound Roblon with Expose, lowering its defense until physical attacks devastate it. Souleater works well without many Dead Bones around.

19 RODEO TO THE DEATH



LVL 35 HP 43283

Braegh (Mutant Nightmare)

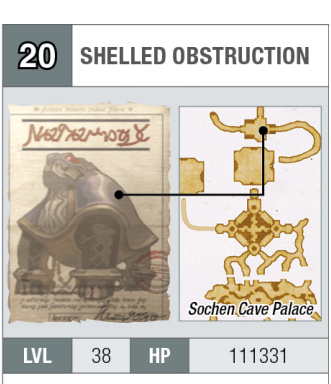
RANK I-II-III-**IV**-V-VI-VII-VIII

PETITIONER: Va'Kansa (Mosphoran Highwaste/Babbling Vale)

REWARD: 1700 gil, Caliper, Hi-Ether

Va'Kansa is stuck in the Babbling Vale. Track down and defeat Braegh, located in the Corridor of Ages of the Salikawood near the Necrohol of Nabudis. You must fight the optional boss King Bomb in the Grand Bower to reach Braegh. Braegh uses Immobilizega to stop your team. Use Decoy to make Braegh focus only on your fighter. Braegh also casts Bleed and Poison, so have Esuna ready. Its Magick Shield occasionally makes it immune to magick, so use physical attacks. Silence it as soon as possible. Braegh casts Invert shortly after the fight begins, so cast Reflect on your team to bounce it back at Braegh. After doing so, it takes just a few hits to win. Talk to Va'Kansa again, go to Phon Coast to find Hawker near a building and then deliver his message to the Mosphoran Highwaste. There's no reward, but it provides extra storyline.

20 SHELLED OBSTRUCTION



LVL 38 HP 111331

Darksteel (Titantoise)

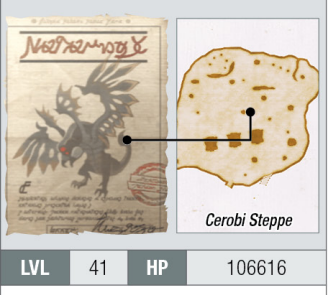
RANK I-II-III-**IV**-V-VI-VII-VIII

PETITIONER: Homesick Man (Archades/Vint's Armaments)

REWARD: 3000 gil, Lead Bolts, Adamantite

The Homesick Man needs help clearing the Sochen Cave Palace path. Seek out Darksteel in the Temptation Eluded area, entering from Old Archades. Use Dispel to remove its Protect, Shell, and Bravery. It may recast Protect, so keep an eye on its status. Immediately cast Blind and Slow on it. Keep one member fighting up close and the other two at range to avoid its area attacks. Near the end of the battle, it repeatedly casts Darkra. Black Masks absorb dark attacks, but a Quickening rapidly dispatches Darksteel.

21 GET MY STUFF BACK!



LVL 41 HP 106616

Vyraal (Aevis)

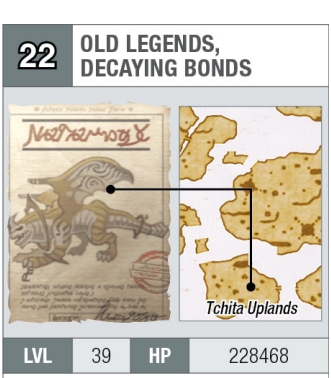
RANK I-II-III-IV-**V**-VI-VII-VIII

PETITIONER: Viera Wayfarer (Balfonheim Port/The Whitecap)

REWARD: 3500 gil, Halberd, Aegis Shield (Extra: Viera Rucksack, Dragon Scale)

A creature stole the Viera Wayfarer's belongings, she'll even join your party for this hunt! Seek Vyraal in Cerobi Steppe's The Northsward. Use Decoy to direct attacks away from the Viera Wayfarer and she'll pelt Vyraal from a distance with arrows. Cast Slow, Silence, and Blind to making fighting easier. Collect the Viera Rucksack and a Dragon Scale, taking the Rucksack back to the Viera in Balfonheim Port. The Dragon Scale is part of the Wyrm Philosopher side event.

22 OLD LEGENDS, DECAYING BONDS



LVL 39 HP 228468

Lindwyrm (Dragon)

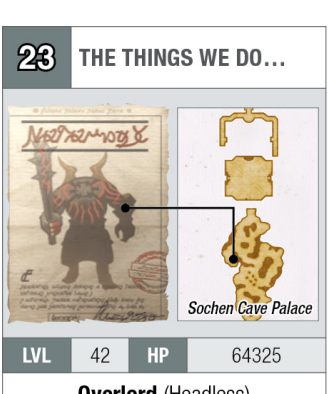
RANK I-II-III-IV-**V**-VI-VII-VIII

PETITIONER: Fermon (Old Archades/Alley of Muted Sighs)

REWARD: 4200 gil, Minerva Bustier, Hi-Ether (Extra: Rusted Scrap of Armor)

Fermon needs a legend hunted in the Tchita Uplands in the Garden of Life's Circle. Lyndwyrm only appears under cloudy skies. If it's sunny, use the Tchita Uplands exit to go in and out of Cerobi Steppe until it's either cloudy or raining. If it's raining in the Garden of Life's Circle, zone out and back in until it stops. Lindwyrm uses Thundara and a variety of status attacks, come prepared to remove Stone. Stop all physical attacks, instead use Blind, Silence and Shear to lower its magick defense. Have the entire party ready to put the Lindwyrm to Sleep and, once it's Blinded and Silenced, use nothing but magick to attack. The Shades of Black technick works well, but strong magicks (like Flare) work best.

23 THE THINGS WE DO…



LVL 42 HP 64325

Overlord (Headless)

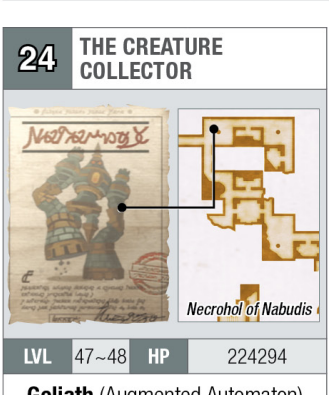
RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Insecure Seeq (Archades/Bulward's Technicks)

REWARD: 3500 gil, Hi-Ether x2, Teleport Stone

The Insecure Seeq tells you to defeat the Overlord in Sochen Cave Palace inside the Doubt Abandoned room. He joins the party, but don't expect much. Dispel Bravery from the Overlord at the start, and follow with Slow, Blind, and Silence for the upper hand. Overlord blasts a fire-based area attack called Pyromania, leading to the seeq's early demise. Use Flame Shields for an effective counter. Its melee attacks are also powerful, but a shield and Curaja keep damage to a minimum.

24 THE CREATURE COLLECTOR



LVL 47~48 HP 224294

Goliath (Augmented Automaton)

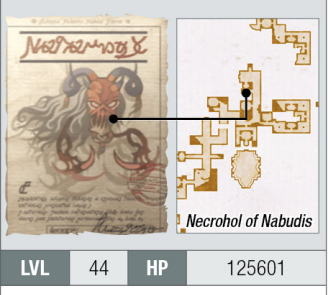
RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Barrong (Nalbina Fortress/West Ward)

REWARD: 3600 gil, Save the Queen, Einherjarium

Barrong seeks his next bestiary entry in the Necrohol of Nabudis. Enter the dungeon from the Nabreus Deadlands to easily reach the Hall of Slumbering Might. Goliath is around the corner to the left. Carefully draw out and eliminate a group of Baknamys before taking on Goliath, go to the right from the entrance to draw them away. Goliath has Protect in effect, so Dispel it and additionally cast Slow and Expose. Goliath only attacks with magick you can't Silence, but Reflect works well as does Shell on the entire party. Start with physical attacks, then switch to Darkga when its Magick Barrier drops. Protect your party leader against Disable with a Black Belt.

25 DEAD CITY WATCH



LVL 44 HP 125601

Deathscythe (Greater Undead)

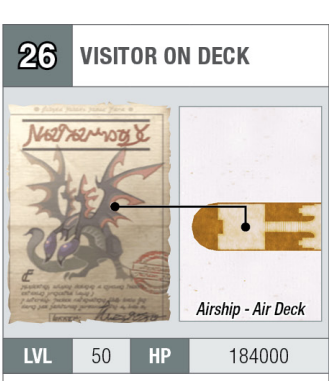
RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Popol (Nalbina Fortress/Jajim Bazaar)

REWARD: 2800 gil, Hi-Ether x2, Soul of Thamasa

Popol needs a cure for bad dreams. Hunt down the mark in the Necrohol of Nabudis. The tricky Deathscythe roams the Cloister of the Highborn. It only attacks weak characters and becomes immune to physical attacks. Draw out Deathscythe by wandering around with one character at 10% HP or less. If this doesn't draw out the rare creature, you may need to reduce a second character's HP to less than 10%. Be prepared to heal them once Deathscythe appears. This fight isn't difficult, assuming you can heal your bait characters.

26 VISITOR ON DECK



LVL 50 HP 184000

Deathgaze (Rare Mutant Aevis)

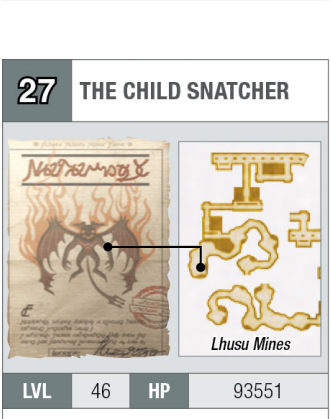
RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: A Traveler (Aerodome)

REWARD: 5400 gil, Elixir x2

Deathgaze takes a while to draw out and requires gil for airship travel. Talk to the young Traveler and take an airship to any location. He provides a hint if Deathgaze is close. Check the next aerodome for the Traveler. Talk to the boy to get another tip on Deathgaze's location. As Deathgaze gets closer, repeat this process until it finally attacks the airship. Volunteer to go after Deathgaze, and run to the upper deck. Deathgaze puts up a physical immunity shield and uses Poison, Confuse and HP Sap. It can also instantly KO characters with Crushing Fangs. Silence it right away. Scourge works well, occasionally bestowing the HP Sap effect. Shear and Expose are also good options. If you have Reverse and Renew available, you can kill Deathgaze almost instantly. First, have one character cast Reverse on it as another starts to cast Renew. If Reverse sticks, Renew brings Deathgaze down to 1HP. Finish it with a third character's Bio or Scourge attack. Time these so they go off one after another because Deathgaze can cast Restore on itself as Reverse/Renew hits.

27 THE CHILD SNATCHER



LVL 46 HP 93551

Diabolos (Mutant Gargoyle)

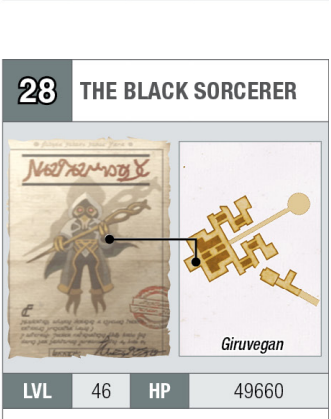
RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: Miclio (Bhujerba/Miners' End)

REWARD: 2600 gil, Demon Shield, Zeus Mace

The unusual boy Miclio want you to travel deep into the Lhusu Mines and defeat Diabolos in Site 11, in the southwest corner. The party needs the Site 11 Key, which you'll obtain by completing the Antlion Infestation hunt and going to the Phon Coast to find the item near a sitting man who fell from the sky. Cast Slow on Diablos right away. He uses fire and absorbs fire magick, so keep the fire magicks in check. Lower its defenses with Expose and Shear, then spread out the party to avoid taking too much Pyromania damage.

28 THE BLACK SORCERER



LVL 46 HP 49660

Piscodaemon (???)

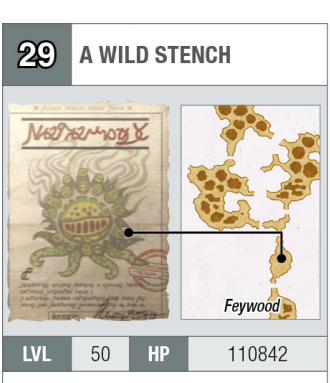
RANK I-II-III-IV-**V**-VI-VII-VIII

PETITIONER: Ivaness (Mt Bur-Omisace/Temple Grounds)

REWARD: 3800 gil, Dark Shot, Scathe Mote

Ivaness needs a help with a family matter. Look for this mark in Giruvegan's Gate of Fire. Search the west side for Piscodaemon, preparing to fight it and a few wandering enemies. Slow the boss immediately. Blind doesn't work well here, but physical attacks are very effective. The boss constantly uses status effects, so keep Dispel and Esuna ready. Protect a character from Confuse by equipping a Bowline Sash. Cast Berserk and Haste on your best fighter to cut this boss to shreds.

29 A WILD STENCH



LVL 50 HP 110842

Wild Malboro (Malboro)

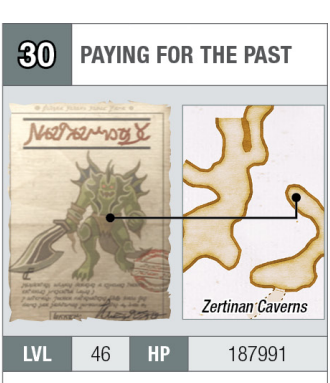
RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Rena (Eruyt Village/The Spiritwood)

REWARD: 4600 gil, Euclid's Sextant

Talk to Rena in the Eruyt Village about a Wild Malboro in the Feywood's Redolent Glade. When you find it, some lesser Malboros will likely surround it. Eliminate them first with area-of-effect spells, careful to heal negative status effects (Bad Breath is particularly nasty). Have Esunaga ready and bring plenty of status-curing items.

30 PAYING FOR THE PAST



LVL 46 HP 187991

Catoblepas (Behemoth)

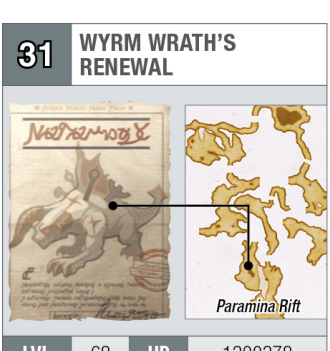
RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: War-chief Supinelu (Jahara, Land of the Garif)

REWARD: 3200 gil, Volcano, Arctic Wind

Supinelu seeks revenge for a wounded brother. Accompany Supinelu to the Zertinan Caverns and travel to Hourglass Basin, weaving through the hidden passage at the south end to reach the east ledge. First, cast Dispel on the powerful Catoblepas to remove Reflect, Bravery, Shell, and Protect. It recasts these spells, so Dispel as needed. Slow and Blind it immediately, then attack normally. Supinelu wants to assist, but it's difficult to keep him safe. Bombard Catoblepas with physical attacks and magicks until it falls.

31 WYRM WRATH'S RENEWAL



LVL 68 HP 1390378

Fafnir (???)

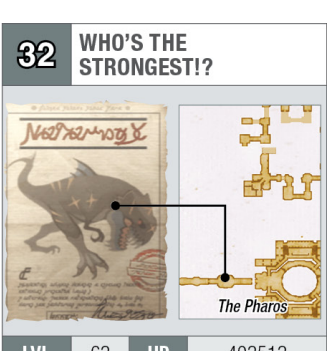
RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: Ieeha/Relj (Mt Bur-Omisace/Temple Approach)

REWARD: 7000 gil, Assassin's Arrows, Teleport Stone (Extra: Ring of Light)

Travel to Mt Bur-Omisace and speak to the Viera Relj. The mark roams the Paramina Rift and only appears on the west side of Silverflow's End during blizzards. Keep checking this area until the snow comes down hard. Fafnir is the toughest fight yet using nasty status attacks. Equip at least one Power Armlet to negate Stop from Fafnir's White Breath, and bring plenty of Chronos Tears and Echo Herbs. The Bubble spell and the Bubble Belt accessory are absolute musts as Fafnir normally hits for a couple of thousand HP and uses Shock to hit a Decoyed character for 6000-7000 HP once its health is halved. Keep the party spaced out to limit the Silencega effect and minimize thunder attack damage. Have one character focus on melee with Decoy while the other two stand back and support.

32 WHO'S THE STRONGEST!?



LVL 63 HP 493513

Pylraster (Greater Tyrant)

RANK I-II-III-IV-V-VI-**VII**-VIII

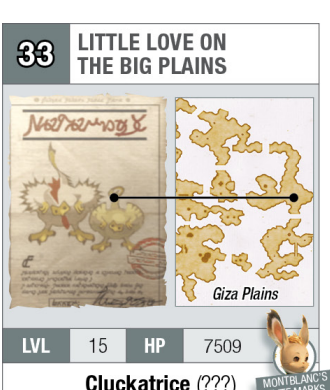
PETITIONER: Rikken (Balfonheim Port/Saccio Lane)

REWARD: 8000 gil, Grand Mace, Scathe Mote x2

Visit Rikken on Saccio Lane. He challenges Vaan to a footrace. The race isn't important, but it introduces the Balfonheim Port Footrace side event. The party can return here and race Rikken and company for prizes. The mark, Pylraster, is located in The Pharos – First Ascent. Use a crystal to reach the area, then head outside to They Who Thirst Not. The Bubble spell and the Bubble Belt accessory are important in this fight. Immediately cast Dispel and follow with Slow. Your main character should be equipped with a sword and shield because Pylraster's attacks are easy to block. Further, try equipping Gauntlets on your main fighter and use support characters to bombard Pylraster with fire magicks and Shear. When Pylraster reaches 50% of his HP, he uses Growing Threat to double in levels, hitting for over 5000 HP per hit and becoming insanely fast.

Pylraster hunt not available till Sky Fortress Bahamut appears

33 LITTLE LOVE ON THE BIG PLAINS



LVL 15 HP 7509

MONTBLANC'S ELITE MARKS

Cluckatrice (???)

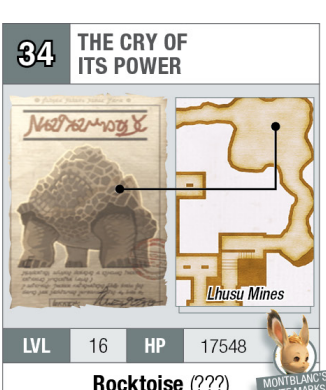
RANK I-II-III-IV-V-VI-VII-VIII

PETITIONER: Dania (Giza Plains)

REWARD: 1000 gil, Amber Armlet, Rainbow Egg

This is a very challenging battle, so attempt it when you have a party of three or four. Dania is in the Nomad Village on Giza Plains. The Cluckatrice is located in Giza's North Bank (southeast of the Nomad Village), but is tough to find. Defeat all enemies in the area, then exit and reenter to force Cluckatrice to appear. The three Chickatrices that run with the Cluckatrice cause a great deal of trouble. A Quickening can do wonders if available. Come prepared to cure Stone attacks.

34 THE CRY OF ITS POWER



LVL 16 HP 17548

MONTBLANC'S ELITE MARKS

Rocktoise (???)

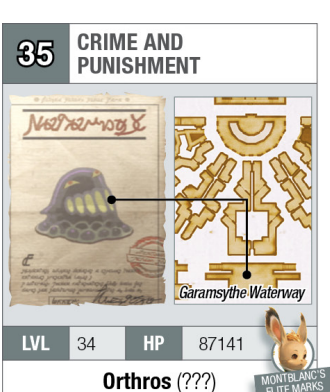
RANK I-II-III-IV-V-VI-VII-VIII

PETITIONER: Pilika (Bhujerba/Khus Skygrounds)

REWARD: 1200 gil, Hi-Potion, Survival Vest

Seek Pilika out at the south end of Khus Skygrounds in Bhujerba. Her pet is loose in the Lhusu Mines at Site 2 with the Nethicite. Bring a full party and preferably a guest fighter. Undead foes occasionally accompany the Rocktoise, so use a Quickening to eliminate the undead and damage the mark. Spread the party out and keep everyone back except one character equipped with a shield and Decoy. To avoid the Rocktoise's area attacks, use ranged weapons.

35 CRIME AND PUNISHMENT



LVL 34 HP 87141

MONTBLANC'S ELITE MARKS

Orthros (???)

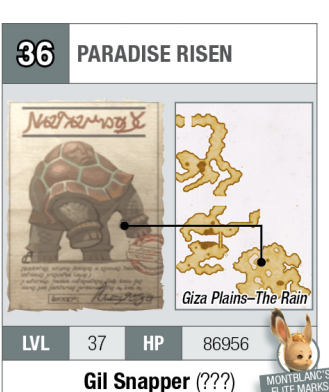
RANK I-II-III-IV-**V**-VI-VII-VIII

PETITIONER: Contrite Thief (Rabanastre/North Sprawl)

REWARD: 3800 gil, Horakhty's Flame, Unpurified Ether (Extra: Stolen Articles, Blackened Fragment)

The Contrite Thief is inside Warehouse #5 and desperate for assistance with the creature in the south end of the Garamsythe Waterway. Talk to Samal in the South Sprawl courtyard to learn that Orthros only attacks females. Orthros is in the Southern Sluiceway of the Garamsythe Waterway. Lower the water in the No.10 Channel, then go east and then south (male guest characters are OK). Enter with Fran, Ashe, and Penelo or it won't appear. Once Orthros pops, switch party members and Dispel its Shell, Protect, Haste, and Bravery effects. Blind it and use Shear to lower its magick defense. Have the team cast Fira (or better) repeatedly to potentially cause 2000-plus HP of damage with each cast. Return the Stolen Articles to the Contrite Thief. Samal gives the party a Blackened Fragment, part of the Nabreus's Medal side event.

36 PARADISE RISEN



LVL 37 HP 86956

MONTBLANC'S ELITE MARKS

Gil Snapper (???)

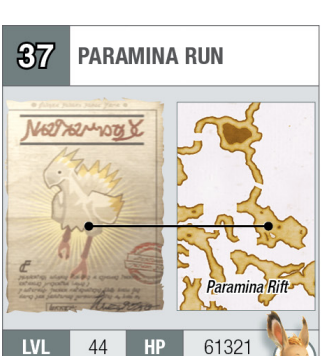
RANK I-II-III-IV-V-VI-VII-VIII

PETITIONER: Nanau (Giza, the Rains/Crystal Glade)

REWARD: 3000 gil, Phobos Glaze

Examine the urn here for the Feather of the Flock, an item critical later in the Cockatrice side event. Accept this hunt from Montblanc. Bansat joins the party to help Nanau recapture the angry Gil Snapper in Giza Plains. Nanau and Roaklo give the party the Silent Urn which must be pointed at the mark for the killing blow. (This occurs automatically.) The Gil Snapper is to the east in the Tracks of the Beast, but the party must first create a footbridge from trees floating downstream. Cut down six leafless white trees along the river in these areas: Toam Hills, Starfall Field, Nomad Village, Giza's North Bank, Throne Road and the Crystal Glade. Bansat is there to help when you reach Tracks of the Beast. The Gil Snapper only appears in strong rain; if you find several level 37 Silicon Tortoise, leave and return. The mark has Protect, Shell, and Haste, so cast Dispel first and Slow second. Keep casting Silence and Blind until both affect the mark, continuing to recast Slow as needed. Have two casters use ranged weapons. Lastly, use Belias if possible. Return to Crystal Glade and search the pack to find a 'Soggy Letter'. Visit Roaklo and Nanau during The Dry at the Nomad Village.

37 PARAMINA RUN



LVL 44 HP 61321

MONTBLANC'S ELITE MARKS

Trickster (???)

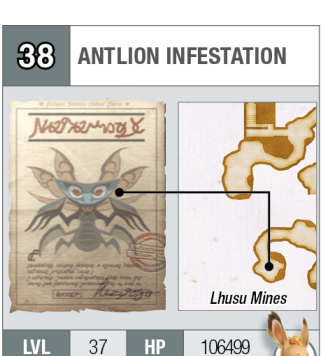
RANK I-II-III-IV-V-VI-VII-VIII

PETITIONER: Gurdy (Mt Bur-Omisace/Sand-strewn Pass)

REWARD: 4800 gil, Deimos Clay

Accept this hunt from Montblanc. Visit Gurdy at Mt Bur-Omisace's Sand-strewn Pass for details. Search the area near the Frozen Brook in Paramina Rift to find the Trickster. Monid waits to join the party at Frozen Book, a good thing for this challenging fight in which the Trickster is difficult to hit. It blocks harmful status effects with White Wind and physical damage with a Paling when it is down to one-fourth of its HP. Redouble efforts with a Quickening to finish it off before it can put up the Paling. With the Paling up, it is vulnerable to only one element, and it changes when it is hit with the spell of that element (non-elemental spells work fine while the Paling is up). Watch out for high-damage Choco-Comet area attack. Blind and Silence Trickster at the start of the fight. Have the entire party use Bubble or Bubble Belts to boost HP, and cast Curaja often. Avoid chasing the enemy around and spreading the party out too much, making them vulnerable. Give the Trickster a few moments to run back.

38 ANTLION INFESTATION



LVL 37 HP 106499

MONTBLANC'S ELITE MARKS

Antlion (???)

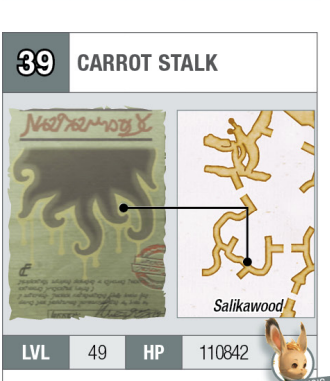
RANK I-II-III-IV-V-VI-VII-VIII

PETITIONER: Niray (Bhujerba/The Staras Residence)

REWARD: 4300 gil, Bubble Belt, Sickle-Blade

Talk to Niray in Bhujerba about her children who ran into Site 2 of the Lhusu Mines with the key. Take the Site 3 Key and enter the mines to get to Site 2. Use the Site 3 Key on the Wrought Iron Gate to enter Site 3. Pass through the mines to Site 9 in the southwest corner where the Antlion is surrounded by Killer Mantises. Use a blast or two of Aero to take out the Killer Mantises as fast as possible or the Antlion will use Cannibalize to feed on a Killer Mantis, raising its level and increasing its power! You can survive the battle if the Antlion consumes one Killer Mantis, but run away fast if it consumes more. Eliminate the Killer Mantises, then cast Silence and Slow on the Antlion. Keep the mark contained where it began to keep it from getting out and Cannibalizing a Killer Mantis. When its HP gets low, the Antlion casts Disable. Equip at least one character with a Black Belt to block the effect, and use Esuna to cure others. After the battle, a child mentions a key (Site 11 Key) fell into the sea and is likely on a shore. Look for the shining 'Small Key' on the ground next to a Fallen Bhujerban on the Phon Coast.

39 CARROT STALK



LVL 49 HP 110842

MONTBLANC'S ELITE MARKS

Carrot (???)

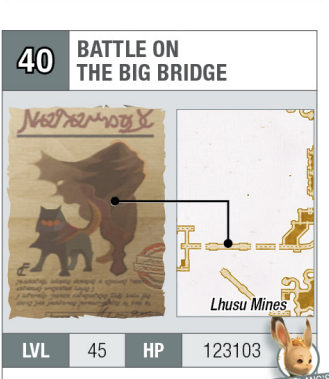
RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: Zammadria (Nalbina Fortress/Aerodome)

REWARD: 5200 gil, Stink Bombs, Putrid Liquid

Krjn speaks when this hunt is accepted from Montblanc, this time joining the party. Zammadria says Carrot is hidden in the Salikawood on the Sun-dappled Path. It won't appear if any creature is slain in the woods, so flee all the way from the entrance to the Carrot's location, avoiding enemy contact. The mark starts with Haste, Shell, Protect, Reflect, Regen, Bravery, and Faith, so Dispel is a must. Carrot's Putrid Breath attack causes nearly every harmful status effect (e.g., Disable, Sleep, Petrify, Confuse, Disease, Slow, Immobilize, Blind, Poison and Oil). Bring multiple Remedies to counteract all effects. The mark's Time Requiem attack can stun the entire party with Stop, so protect everyone with accessories or have a supply of Chronos Tears. Status attacks are the real challenge; deal with them quickly and have Remedy on a gambit. When its HP is low, Carrot uses Growing Threat to double its level. Counter with a Quickening to finish it off. Slow is only effective on Carrot until its Putrid Breath clears all negative statuses, so save your MP for other attacks.

40 BATTLE ON THE BIG BRIDGE



LVL 45 HP 123103

MONTBLANC'S ELITE MARKS

Ancient Man of Mystery (???)

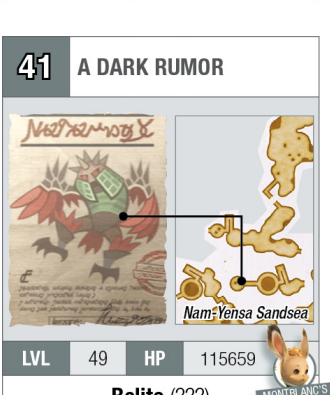
RANK I-II-III-IV-V-VI-VII-VIII

PETITIONER: Montblanc (Rabanastre/The Clan Hall)

REWARD: 10000 gil, Excalipur; Masamune (treasure chest in room where fight concludes), Genji Shield/Helm/Armor/Gloves (stealing from mark repeatedly)

Montblanc has a real challenge for you. Enkidu, the wolf, is located in the Lhusu Mines on the Tasche Span. Target Enkidu with a quick Dispel to eliminate Shell and Haste. Follow with Silence and Blind, crippling its attack. Focus on ending Enkidu quickly so that Gilgamesh is alone. Keep Slow on Gilgamesh throughout the battle. Use Decoy and a shield to diminish his powerful sword attacks, letting the rest of the party safely attack from a distance. When he gets low on HP, Gilgamesh uses Perfect Defense to become temporarily immune to physical and magick damage. This effect lasts until he uses his Monarch Sword attack twice. Keep the party healthy, waiting for the effects to fade until they can finish Gilgamesh off. **This life bar also has five different phases. For the first three phases, you can steal a Potion, X-Potion, 1000 gil, or 2000 gil. During phase four, you can steal the Genji Shield. While in phase five, it's possible to steal a Genji Glove.** Gilgamesh runs off at the end of the first fight to enter a deep area in the mines you can't unlock until you find the Site 11 Key located at The Phon Coast. Search the northwest area and look for the shining 'Small Key' on the ground next to a Fallen Bhujerban. Use the key to unlock the Wrought Iron Gate at the south end of the Lhusu Mines' Site 9 area (after the Antlion hunt). The second battle is tougher. Enkidu is extremely powerful and the double assault of Enkidu and Gilgamesh is lethal. Eliminate Enkidu right away by casting Dispel and Blind, focusing attacks on the beast until it drops. Gilgamesh goes through several forms in this fight. Use Expose to lower his defense, and hit him with Darkga and Bio as a fighter attacks up close. Beware his Lv.2 Sleep, Lv.3 Disable, and Lv.4 Break which only affect characters with a level that can be divided by 2, 3, or 4. **Don't forget to steal the Genji items (Genji Helm and Genji Armor) during phase four and five. If you succeed, equip them immediately!**

41 A DARK RUMOR



LVL 49 HP 115659

MONTBLANC'S ELITE MARKS

Belito (???)

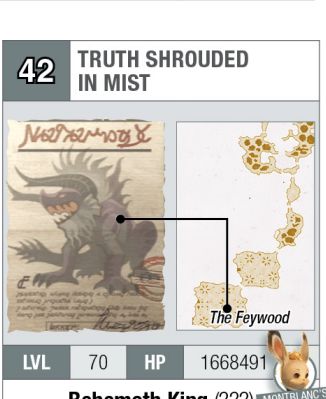
RANK I-II-III-IV-**V**-VI-VII-VIII

PETITIONER: Montblanc (Rabanastre/The Clan Hall)

REWARD: 5100 gil, Megalixir

There's a mysterious mark in the Nam-Yensa Sandsea. Start in the Ogir-Yensa Sandsea and use the exit at the Central Junction to the Zertinan Caverns. Pass through the caverns to the Nam-Yensa Sandsea to reach a secluded section of Withering Shores. Monid is there fighting alongside the party as the hunter stalkers attack. Bwagi, Ba'Gamnan, Rinok, and Gijuk assault the party from all sides. Ba'Gamnan is the main threat, so eliminate the others first and save him for last. Try to cast Dispelga, then focus on one foe at a time. Ba'Gamnan has a high evasion and powerful area attacks. Make sure your main fighter has Protect, Shell, and Haste. Keep an eye on Ba'Gamnan's status and cast Dispel on him as needed.

42 TRUTH SHROUDED IN MIST



LVL 70 HP 1668491

MONTBLANC'S ELITE MARKS

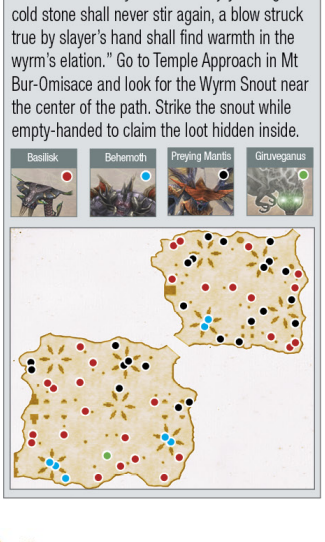
Behemoth King (???)

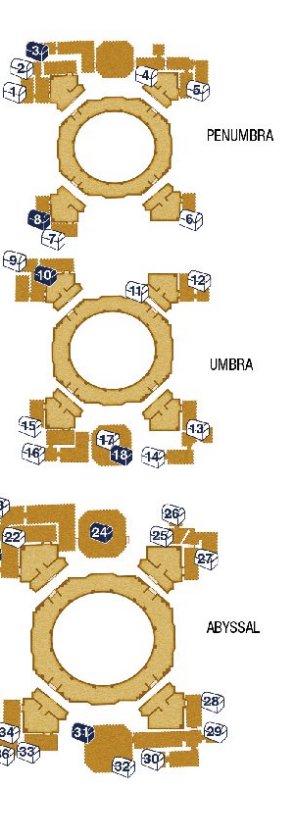
RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: Koqmihn (Lowtown/Dalan's House)

REWARD: 250 gil, Bacchus's Wine (Extra: 500,000 gil, Rod of Faith)

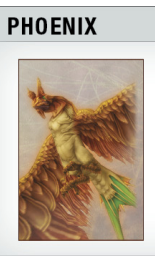
This mark is in The Feywood within the Edge of Reason. Getting it to appear takes some work. Enter The Edge of Reason and eliminate the monsters, a difficult task with enemies hiding in heavy Mist. Move to the Ice Field of Clearsight and eradicate everything, clearing out all foes in both zones. Don't stay in one area long or creatures respawn. When all is clear, return to The Edge of Reason to find the Behemoth King waiting. He shifts between Paling and Magick Shield, immune to physical damage or magick. Keep the party apart to avoid area attacks and switch your attacks depending on the mark's immunity. Use magick when he's immune to physical damage, and use physical damage when he's immune to magick. Keep Bubble, Shell and Protect on everyone. Koqmihn provides the end of the tale along with the reward, saying, "And when the watcher of the deepwood should fall, its slayer shall look to the stone-hewn wyrm and know joy. Though cold stone shall never stir again, a blow struck true by slayer's hand shall find warmth in the wyrm's elation." Go to Temple Approach in Mt Bur-Omisace and look for the Wyrm Snout near the center of the path. Strike the snout while empty-handed to claim the loot hidden inside.





Phoenix –Optional Boss

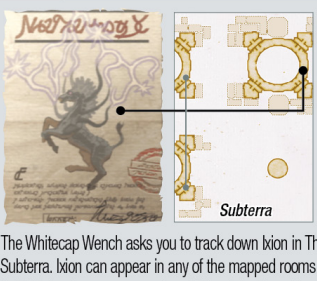
PHOENIX



LVL	59	HP	137089	EXP	0	LP	28
STEAL	Windslicer Pinion, Eye of the Hawk, Split Armor						

The Phoenix is in a secret hall on the north end of The Pharos – Subterra. Enter the hall from the room in the northeast corner. It's a good idea to gather Black Orbs and get some light before facing the enemy. Phoenix is a flying creature, so bring ranged weapons or Telekinesis along for the battle.

43 FISHY DREAMS



LVL 70 HP 306559

Ixion (???)

RANK I-II-III-IV-V-VI-**VII**-VIII

PETITIONER: Whitecap Wench (Balfonheim Port/The Whitecap)

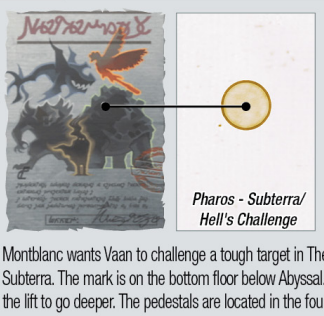
REWARD: 3000 gil, Sapping Bolts, Ragnarok

MONTBLANC'S ELITE MARKS

The Whitecap Wench asks you to track down Ixion in The Pharos. Enter First Ascent and use the lift down to Subterra. Ixion can appear in any of the mapped rooms in the Penumbra, Umbra, or Abyssal. The easiest way to find it is to observe surroundings. When Ixion is on the prowl, all of the other monsters in a normally swarming area disappear. The mark uses Sleepga frequently, so protect the party from Sleep. It also casts Silence on the entire party. Have an Echo Herb gambit prepared. It likes to use Thundaga, so equip Rubber Suit armor. First Dispel the boss, then use physical attacks to beat it into submission.

Ixion hunt not available till Sky Fortress Bahamut appears

44 GOD OR DEVIL?



LVL 67 HP 278078

The Seer (???)

RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Montblanc (Rabanastre/The Clan Hall)

REWARD: 20000 gil, Megalixir x2

MONTBLANC'S ELITE MARKS

Montblanc wants Vaan to challenge a tough target in The Pharos. Enter The Pharos and use the lift to reach Subterra. The mark is on the bottom floor below Abyssal. Activate the four Pedestals of Night on each floor, enabling the lift to go deeper. The pedestals are located in the four pitch-black rooms around each of the central rings. Get Black Orbs by defeating the creatures in the hidden halls behind the doors, then place Black Orbs into the pedestals to gradually brighten the rooms until each Pedestal of Night is fully activated. The number of Black Orbs needed can be found on table to the right.

LEVEL	NE	NW	SE	SW	TOTAL
Penumbra	18	9	3	6	36
Umbra	15	9	15	18	57
Abyssal	15	21	27	12	75

THE MAGICK POT

The Magick Pot foe that appears in the basement of the Pharos can be lethal if the party accidentally attacks it while roaming the area. Give the Pot an Elixir (or Megalixir) to render it harmless; you can steal the Elixir back from it, though. If you attack the Magick Pot, it will become invulnerable and start casting very powerful spells like flare and cause lots of physical damage.

PHOENIX

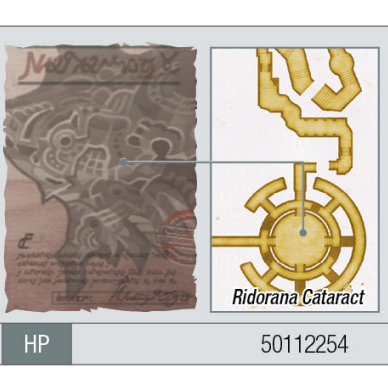
There is an optional boss, Phoenix, on the north side of Penumbra. To reach the hall where it resides, use the northeast corner. It is necessary to kill Phoenix to move down to Umbra, though.

The Shadowseer battle is unique. The mark becomes immune to damage and summons other foes to fight, bombarding you with magick as you struggle to deal with multiple threats. The first three creatures are Pandaemonium, Slyt, and Fenrir. The last is Phoenix, whom you faced earlier on the way to Shadowseer. The easiest way to deal with them is to use Quickenings. Have magick and ranged weapons ready for Phoenix. When the four summoned creatures are gone, the shields protecting Shadowseer drop. Use physical attacks and Quickenings as they become available. The boss drains the party's MP with Fear, so don't horde MP. The Shadowseer's defense increases at the end, so finish it off with magick. This may be tough because of the Fear effect.

Shadowseer hunt not available till Sky Fortress Bahamut appears

Pop odds		If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
OG #	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	70%	80%	1	Diamond Armlet	Hastega Mote	Knot of Rust	Meteorite (B)
2	70%	80%	1	Orrachea Armlet	Shock Mote	Knot of Rust	Meteorite (C)
3	5%	0%	–	Indigo Pendant	Indigo Pendant	Indigo Pendant	Indigo Pendant
4	70%	80%	1	Battle Harness	Reverse Mote	Knot of Rust	Meteorite (A)
5	70%	80%	1	Firefly	Chaos Bombs	Knot of Rust	Meteorite (A)
6	70%	80%	1	Golden Amulet	Assassin's Arrows	Knot of Rust	Meteorite (A)
7	70%	80%	1	Embroidered Tippet	X-Potion	Knot of Rust	Meteorite (B)
8	20%	0%	–	Ring of Renewal	Ring of Renewal	Ring of Renewal	Ring of Renewal
9	70%	80%	2	Amber Armlet	Stink Bombs	Knot of Rust	Meteorite (A)
10	5%	0%	–	Cameo Belt	Cameo Belt	Cameo Belt	Cameo Belt
11	70%	80%	2	Thief's Cuffs	Holy Mote	Knot of Rust	Meteorite (B)
12	70%	80%	2	Turtleshell Choker	Time Bolts	Knot of Rust	Meteorite (A)
13	70%	80%	2	Gillie Boots	Scathe Mote	Knot of Rust	Meteorite (C)
14	70%	80%	2	Berserker Bracers	Windslicer Shot	Knot of Rust	Meteorite (A)
15	70%	80%	2	Sage's Ring	Dark Matter	Knot of Rust	Meteorite (A)
16	70%	80%	2	Jade Collar	Sapping Bolts	Knot of Rust	Meteorite (A)
17	70%	80%	2	Pheasant Netsuke	Elixir	Knot of Rust	Meteorite (B)
18	5%	0%	–	Nihopalaoa	Nihopalaoa	Nihopalaoa	Nihopalaoa
19	70%	80%	3	Quasimodo Boots	Scathe Mote	Knot of Rust	Meteorite (B)
20	10%	0%	–	Ribbon	Ribbon	Ribbon	Ribbon
21	70%	80%	3	Opal Ring	Icecloud Arrows	Knot of Rust	Meteorite (A)
22	70%	80%	3	Hermes Sandals	Elixir	Knot of Rust	Meteorite (A)
23	70%	80%	3	Bubble Belt	Dark Shot	Knot of Rust	Meteorite (A)
24	10%	0%	–	Wither	Wither	Wither	Wither
25	70%	80%	3	Germinas Boots	Scathe Mote	Knot of Rust	Meteorite (B)
26	70%	80%	3	Sash	Holy Mote	Knot of Rust	Meteorite (B)
27	70%	80%	3	Ruby Ring	Dark Matter	Knot of Rust	Meteorite (A)
28	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
29	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
30	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
31	100%	0%	–	Megalixir	Megalixir	Megalixir	Megalixir
32	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Great Trango
33	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
34	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
35	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
36	40%	97%	3	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed

45 FAREWELL TO A LEGEND



LVL 73 HP 50112254

MONTBLANC'S ELITE MARKS

Yiazmat (???)

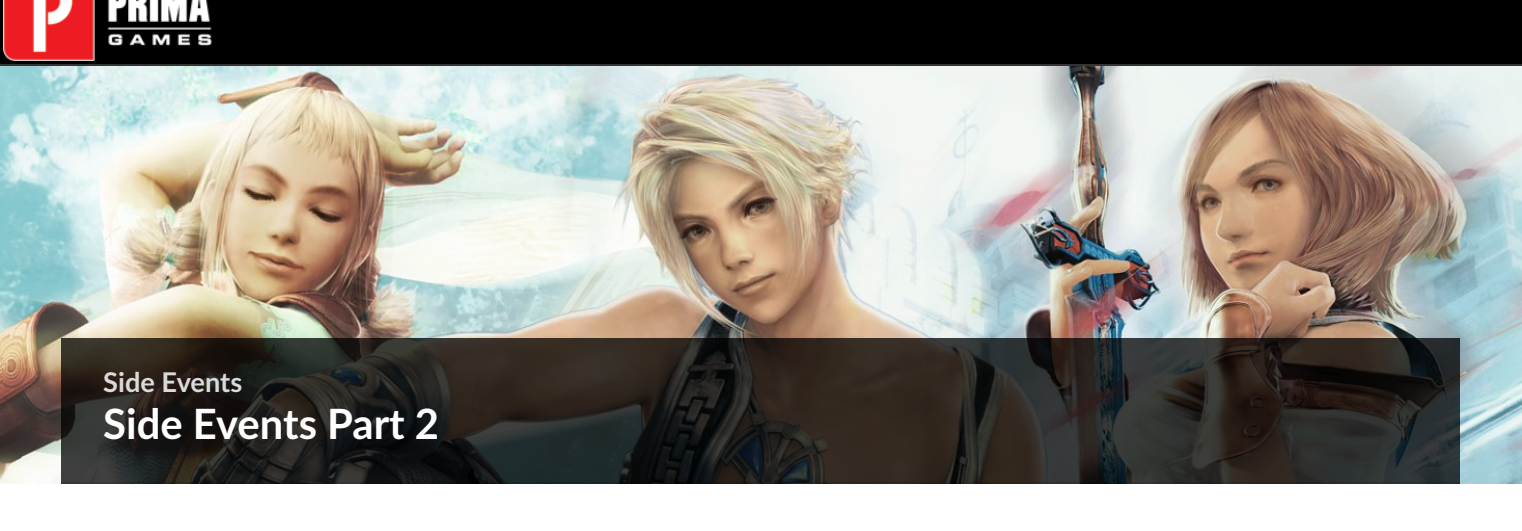
RANK I-II-III-IV-V-**VI**-VII-VIII

PETITIONER: Montblanc (Rabanastre/The Clan Hall)

REWARD: 30000 gil, Godslayer's Badge

The ultimate mark, Yiazmat, is in the Ridorana Cataract's Colosseum. This challenging battle takes hours to complete, it has 50 million HP! Fortunately, the party can take breaks to save at the nearest crystal in Footfalls of the Past or Path of Hidden Blessing. Work on gambits for this fight. Have your main fighter focus entirely on attacking. Equip the fighter with Masamune, if possible, along with the Genji Glove, keeping Bubble, Haste, Berserk, Decoy, Bravery and Protect effects live. Katana works well since they combo often, making it possible for a fighter to score a 10-hit combo for 9999 HP of damage with each strike. Have a support character buff your fighter with Hastega, Protectga, Shellga, and Bubble, while the other uses Esunaga to cure Petrify, and Expose on Yiazmat to lower its defense. Both support characters should have their first gambit slot set with "Ally — Chronos Tear", followed by "Ally —Arise", and "Ally — Bubble". Yiazmat's regular physical attacks have a chance to KO on hit, so raise the Decoy regularly. Also, due to Yiazmat's high combo rate and attack power, set the support characters' Curaja gambit for "Ally HP=60% or higher" with Sage Rings equipped to cut MP cost by half. Without proper healing, characters can't survive most of Yiazmat's combos. If a support character runs low on MP, cast Syphon on your Berserked character and replenish a fair amount. As soon as the fight starts, Dispel Yiazmat. The fight progresses in several stages, and Yiazmat's attack patterns change each time. The first half of the fight, Yiazmat uses Stone Breath, White Breath and physical attacks with an occasional Cyclone. White Breath deals small damage with a chance of Stop status effect, so move support characters to Yiazmat's side and away from the main fighter. With the Chronos Tear gambit in the top slot, even if multiple people are stopped, the character hit last can throw out a Chronos Tear before affected by Stop. Cyclone is a wind attack with Sap that can be overwhelming. To drastically reduce its damage, equip all characters with Windbreakers as soon as you see that Yiazmat is ready to cast it. Windbreakers and a Curaja gambit deal with Cyclone nicely. Once finished, switch out Windbreakers with your normal equipment. As Yiazmat gets closer to and past the halfway point, his defense rises and he uses a new attack, Death Strike, a deadly spell he can chain cast. If this happens, Arise each fallen character. While Death Strike is being cast, it takes priority over and delays all other actions except Attack. Any spells that are being cast will not do so until after the Death Strike has finished casting, so while this is happening, have one of the other characters cast Arise on whoever is being targeted by the spell to Raise them soon as they die, while attacking with the remaining two characters. Another aspect Yiazmat changes is that he takes his prone position more often and uses Rake, which can occasionally KO on hit. The battle gets tougher still when his HP gets down to the last nine or ten bars. It uses Growing Threat to double its level (a whopping 146!), increasing its defense and strengthening attacks. The strategy must change at this point. It may no longer be possible to go toe-to-toe as before, depending on your levels and equipment. You may have to run in and out of the area more often. Remember to Dispel each time you reenter the fight because his status effects refresh when you leave. At this point, if your defense is high enough, you may be able to continue the same strategy. If not, switch out your accessories with Bubble Belts and use Reverse on your Decoyed fighter. There is an instant KO chance with each of Yiazmat's physical attacks, so quickly run out if things get bad. Each time you reenter the fight, Yiazmat casts Growing Threat, followed by Cyclone. Keep those Windbreakers on until after he casts the first one. **You may be running in and out of the area often at this point, so don't stay outside of Yiazmat's range for too long. If after 30 to 60 seconds he can't reach any of your characters while you're in the Colosseum, Yiazmat heals himself to full health within a matter of seconds.** Finally, as death draws near, Yiazmat adds yet another annoying attack to his arsenal. When he has four to five bars remaining, he casts Reflectga on your party. Be very careful if you're using Renew as it will replenish all his health! Luckily it is a one-time cast per Stage, so each time you enter the fight, either cast Dispelga on your party to remove it or temporarily equip Ruby Rings or Mirror Mail while he casts the spell to make your characters Immune, then change back into your normal equipment. As before, each time you enter, Yiazmat casts Growing Threat, followed by Cyclone and Reflectga.

Yiazmat hunt not available till Sky Fortress Bahamut appears



Side Events

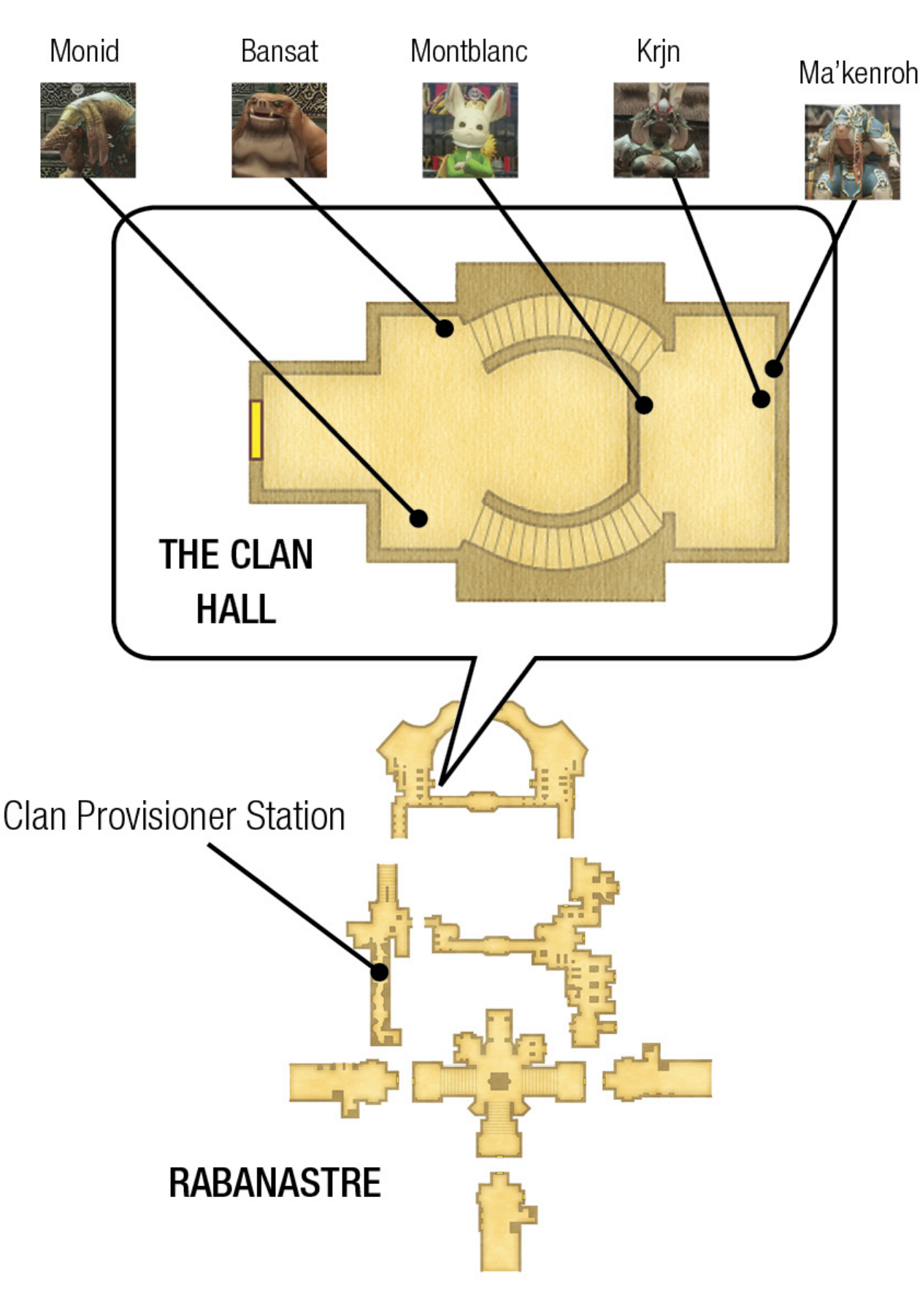
Side Events Part 2

Clan Centurio

Montblanc
How fares the hunt, kupo?

Clan Provisioner
Rabanastre
Muthru Bazaar

Vaan has the chance to join a secretive club known as Clan Centurio. Their base, The Clan Hall, is located on the west side of Rabanastre's North End. Take a moment to visit once the party has received an introduction early in the game. The leader of this group is Montblanc. This high-class moogle provides rewards to outstanding members of the clan and also shares information on elite marks. Visit him often to see what's really going on in Ivalice.



Members of Clan Centurio receive a rank. You can view your current rank at any time by accessing the Clan Primer. Ranks are based on points earned and hunts completed. You receive points for every defeated monster, completed hunt, and every esper that you acquired. Each new rank comes with its rewards. Montblanc always has a nice gift waiting and the Clan Provisioner's stock in the Muthru Bazaar may change.

Clan Centurio Ranks

Rank	Marks	Points	Reward
Moppet	0	0	Potion x3
Hedge Knight	2	700	Warp Mote x2, Teleport Stone x2
Rear Guard	4	8000	Remedy x3, Teleport Stone x2
Vanguard	8	20000	Hi-Potions x3, Teleport Stone x2
Headhunter	10	30000	Ether x2, Teleport Stone x2
Ward of Justice	12	40000	X-Potion x2, Teleport Stone x2
Brave Companion	14	100000	Hi-Ether x2, Teleport Stone x3
Riskbreaker	16	200000	Elixir x2, Teleport Stone x3
Paragon of Justice	24	250000	High Arcana, Teleport Stones x3
High Guardian	28	300000	Empyreal Soul, Teleport Stone x3
Knight of the Round	32	500000	Megalixir x2, Teleport Stone x3
*Order of Ambrosia	45	1000000	Centurio Hero's Badge, Teleport Stone x3

**The requirements for Order of Ambrosia are: complete all hunts, attain 1 million clan points, and acquire every system trophy.*

In addition to the bonuses Montblanc provides for new ranks, he also has rewards from third parties when the party achieves certain tasks. The achievements are focused on defeating bosses or obtaining Espers. Here is a list of the specific achievements and rewards.

Montblanc's Event-Based Rewards

Achievement	Reward
Defeat Flans	150 gil
Defeat Firemane	200 gil
Defeat Mimic Queen	300 gil
Defeat Demon Wall	600 gil & Warp Mote
Defeat 2nd Demon Wall	1200 gil & Electrum
Defeat Earth Tyrant	1200 gil
Defeat King Bomb	1300 gil & Mallet
Defeat Ahriman	1600 gil
Defeat Mandragoras	1600 gil
Defeat Rafflesia	1800 gil
Defeat Daedalus	1900 gil
Defeat Tyrant	1900 gil
Defeat Hydro	2000 gil
Defeat Humbaba Mistant	2100 gil
Defeat Fury	2100 gil & Bacchus's Wine
Defeat Hell Wyrm	50000 gil
Control One Esper	Arcana x2 & Teleport Stone x2
Control Four Espers	High Arcana & Teleport Stone x2
Control Eight Espers	Gemsteel & Teleport Stone x2
Control Thirteen Espers	Serpentarius & Teleport Stone x2

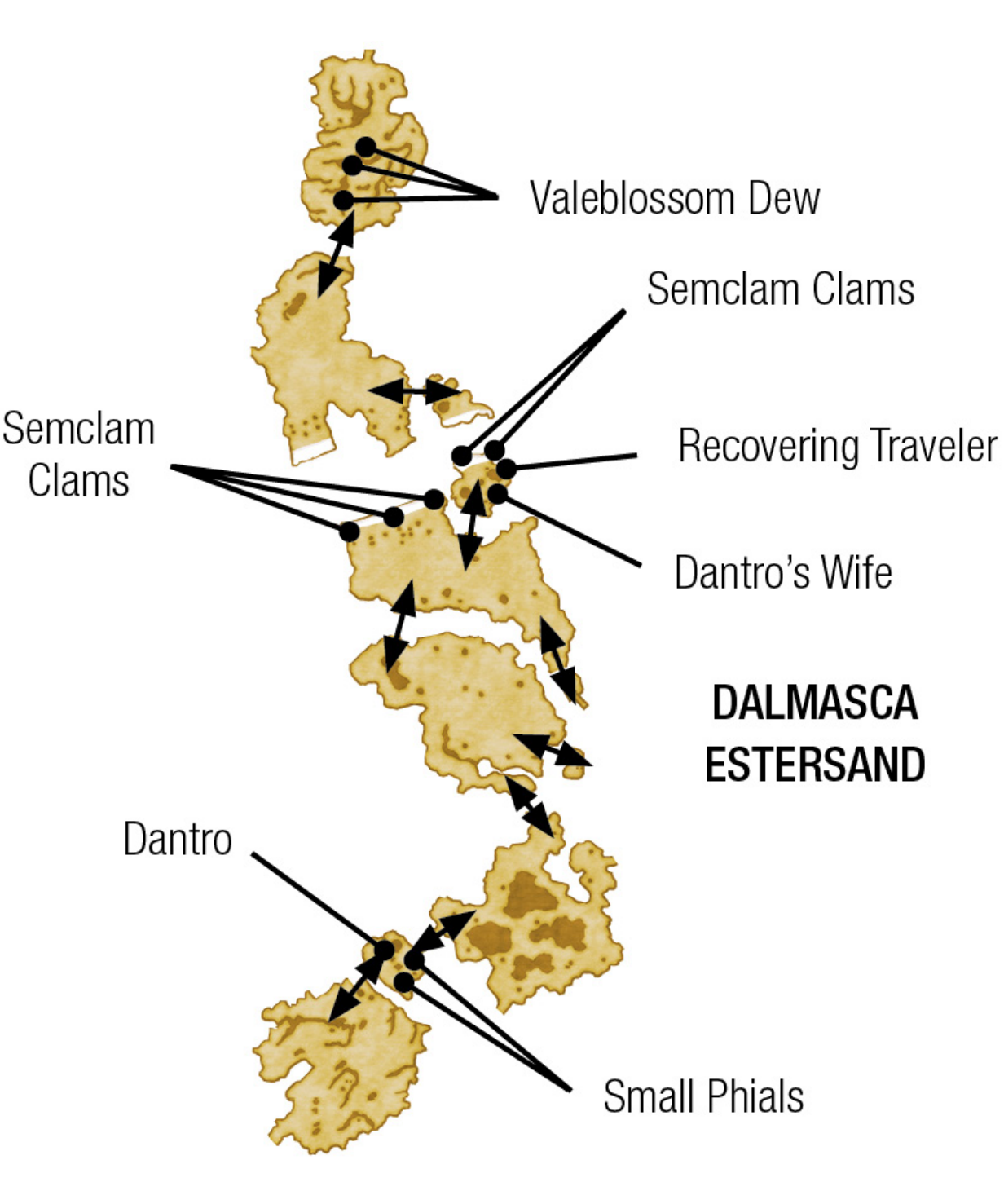
Patient in the Desert

When It's Available

This event is available after the close of the new Consul Inauguration Ceremony. You can't complete it, though, until after you receive the Dawn Shard.

Dalmasca Estersand
South Bank Village

Complete the Dalmasca's Desert Bloom hunt to begin this event. Speak to Dantro again after acquiring the hunt reward and he asks the party to take a Cactus Flower to his wife in the village to the north (Dalmasca Estersand/South Bank Village).



Dantro's Wife rewards the party with a Bundle of Needles for bringing her the Cactus Flower. Exit and reenter the village and speak to her again. She asks for Semclam Shells, which are found along the banks of the river. Search the beach in the village for Mysterious Glints, which are actually Semclam Shells. There are two of them on the shore inside the South Bank Village, and another three are on the shore in the Banks of the Nebra area. You can move along the event with only one of them, but the more you collect, the better the reward at the end of the event. Return the shells to Dantro's Wife.

She then asks for Nebralim, which Dantro should have. Hike back to Dantro's village to the south (Outpost). Speak to Dantro, then check the supplies scattered around to find two Small Phials that contain Nebralim. Return the items to Dantro's Wife.

Something else is needed for the poison in the patient's system. The party must find Valeblossom Dew, which is only found along the cliffs in the Broken Sands area. Note that you must complete this part later in the game (during The Rains) when the ferry is operational. (See the "Bhujerban Madhu" side quest with the Missing Ferryman.)

Upon gaining access to the northern area, search the Broken Sands section for flowering plants in the ravine. The party can extract a Drop of Valeblossom Dew from each of the three trees. Getting into Broken Sands isn't easy, as the area is full of Level 25 Worgen foes and a Wild Saurian blocks the path to Broken Sands from The Yoma.

Return the three Drops of Valeblossom Dew to Dantro's Wife in South Bank Village. Next on the list is a Great Serpentskin, which is a reward from the "Marauder in the Mines" hunt. Complete the hunt and give the skin to Dantro's Wife. The traveler then needs rest.

Later in the game, return to the village and speak to Dantro's Wife. She indicates that the patient is fully recovered, so speak to the Recovering Traveler behind the house. It turns out the person is a treasure hunter who has found a great treasure in Barheim Passage. The treasure hunter gives the party the Barheim Key and mentions an entrance to Barheim in the Estersand. In addition, the treasure hunter hands the party a reward (Balance Mote, Magick Gloves, or Golden Amulet) depending on how many items Dantro's Wife received from the player.

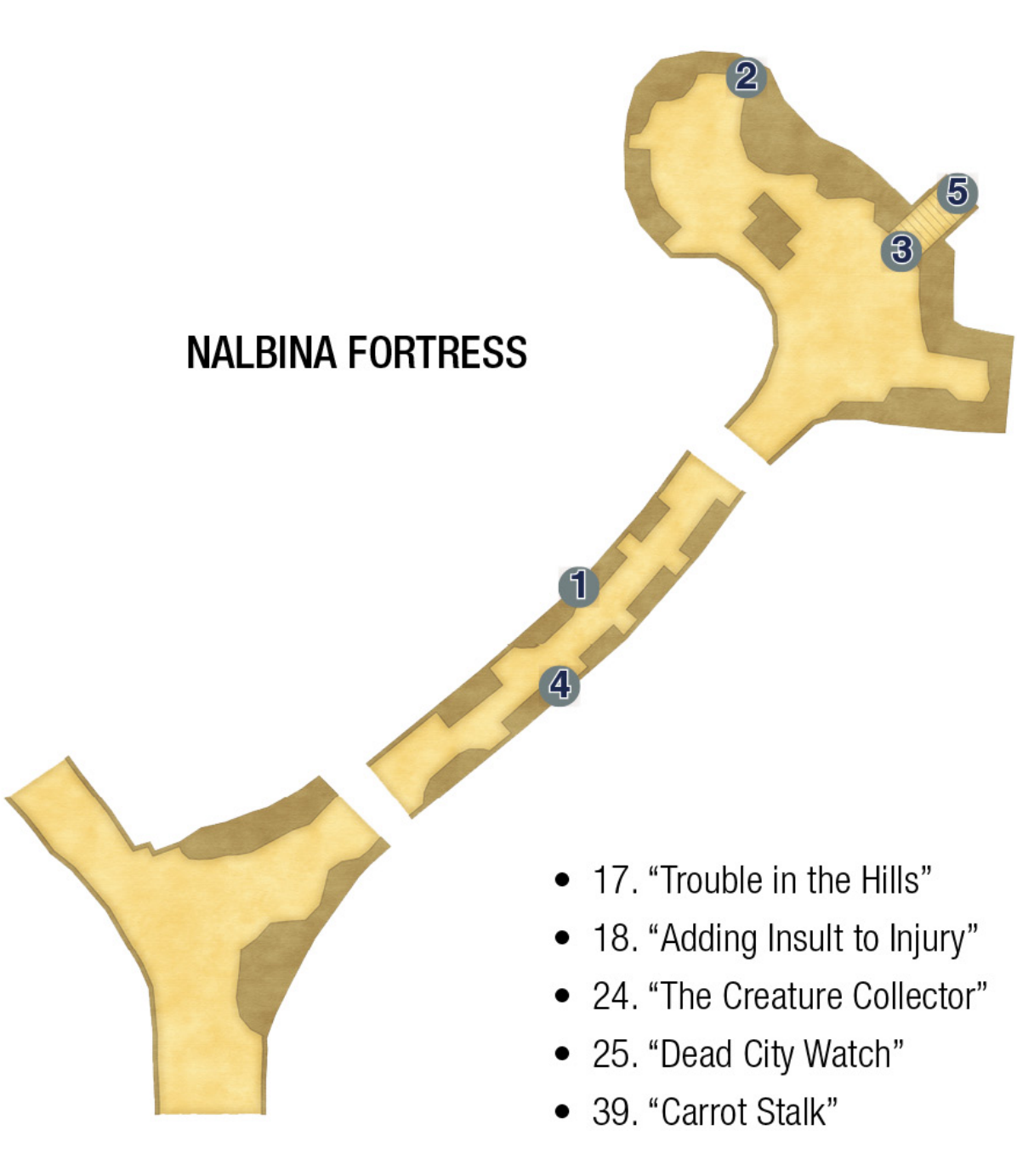
The secret entrance is located at the Murmuring Defile in the Dalmasca Estersand. The Bandit Chief, formerly the recovering patient, is waiting there. The bandit chief mentions the treasure is past Terminus No. 7. Use the Barheim Key to unlock the Weather-beaten Door near them. The passage leads to the Esper Zalera.

Jovy the Hero

When It's Available

This event is available after the Consul Inauguration Ceremony, but you can't complete it until after you visit Draklor Laboratory.

The petitioners for five hunts are on the streets of Nalbina. Whenever the party reports back to the petitioner after one of these hunts, a seeq named Jovy makes a rather curious appearance. His intentions are very unclear. Complete the following hunts:



- 17. "Trouble in the Hills"
- 18. "Adding Insult to Injury"
- 24. "The Creature Collector"
- 25. "Dead City Watch"
- 39. "Carrot Stalk"

After completing these hunts, track down Jovy in Nalbina Town's West Ward. He's always on the move, which can make it a little difficult to find him. Speak to him to learn about his new hero and to receive an Elixir and a Knot of Rust.

Ktjn's Road to Improvement

Ktjn
H-Hello. I am called Ktjn. I left my home and came to Rabanastre only quite recently. I have yet to learn my way around.

This event will take place after the party returns to Rabanastre from Barheim Passage.

Ktjn the Viera is sitting mid-way on the stairway leading to the northern part of the city, in the Muthru Bazaar area. She will start asking questions as soon as the party talks to her. Note that there is a parameter set involved in this conversation. Her questions are given once per scenario block. If the party fails to answer every question after receiving the Treaty-Blade, she will ask the next question every 15 minutes. The questions and parameter points follow:

QUESTION 1

Is the city not wonderful? I still lose my way on occasion, but I have come to know some of her walks and alleyways.But the land, I cannot hear it... Should this not trouble me as a viera?

A: Yes, you should be ashamed. (+1)A: No, don't be silly. (-1)

QUESTION 2

I knew my choice would bring hardship, yet...

A: You should've thought it through. (+1)A: Things will get better. (-1)

QUESTION 3

All this time my sister has been making her way through the world, while I lived in the sheltered peace of the Wood.I would be as she is. Do you think it possible?

A: Sure, if you put your mind to it. (-1)A: I don't know your sister. (0)A: It'll never happen. (+1)

QUESTION 4Perhaps it would be best if I, too, became a warrior like my sister. What do you think?

A: I think it's a good idea. (+1)A: I am not sure. (-1)

After the fourth question, she thanks the party and leaves

Ktjn's Path

Points	KTJN'S Location	Reward
+4	Training at the bottom of the stairs of the Clan Headquarters.	Platinum Sword
+3	Doorkeeper in front of the Clan Headquarters.	Paramina Crossbow
-4	Shopkeeper in Migelo's shop.	Firefly
-3	Barker for Migelo's shop.	Fuzzy Miter
-2 to +2	A. Northern Part of the city, opposite of the Gambit shop.B. Bazaar, sitting.C. Northern part of the city, outward exit from the bazaar.D. Airship terminal, chatting with the bangaas.	Ether, Hi-Potion x3

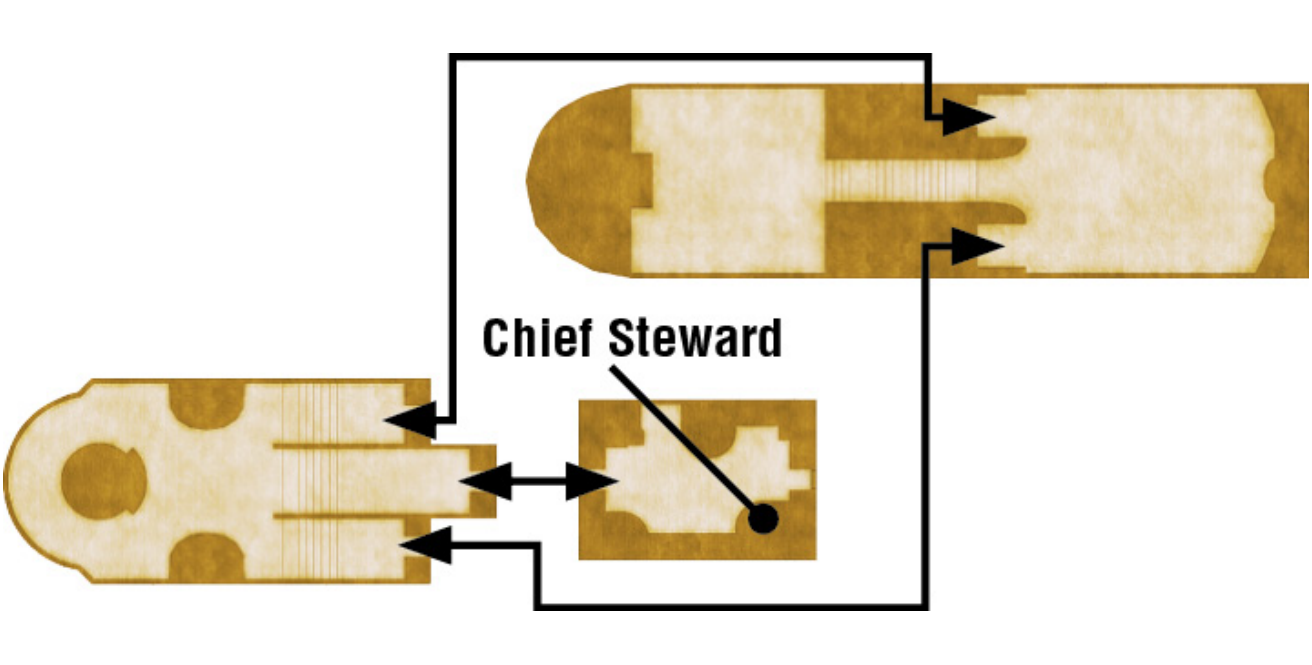
Ktjn randomly appears in these locations and will remain in the same area while the party stays in Rabanastre. When the party exits Rabanastre, Ktjn will appear in either of the four locations. Loading your game will refresh Ktjn's location. Ktjn will give the party a reward according to the path.

The Seven Sisters

When It's Available

This event is available after escaping Barheim Passage and returning to Rabanastre. You can't complete it until after you visit Draklor Laboratory.

Speak to the Chief Steward while traveling between cities by way of "leisure craft" class aboard the Skyferry. Ann and Rande are deep in conversation when Vaan interrupts. Ask about Rande when prompted. A conversation begins that leads to a challenge. Rande proposes that Ann and her sisters collect flowers for mother's name day and she wants Vaan to inform the other sisters of the conditions. He then promises to leave her and her sisters alone if Vaan can deliver the message to all of her sisters. There are seven ships and seven sisters split between them. The chief steward gives Vaan Ann's Letter.



To complete this quest, you must book flights choosing the leisure craft option. Each sister is on a different route. The order doesn't matter, since the next sister in line always appears on the new route as long as Vaan hasn't already delivered a letter on that route. Deliver all of the messages to the sisters to receive a Ring of Renewal. The seven flight paths are:

1. Bhujerba to Balfonheim

2. Bhujerba to Rabanastre

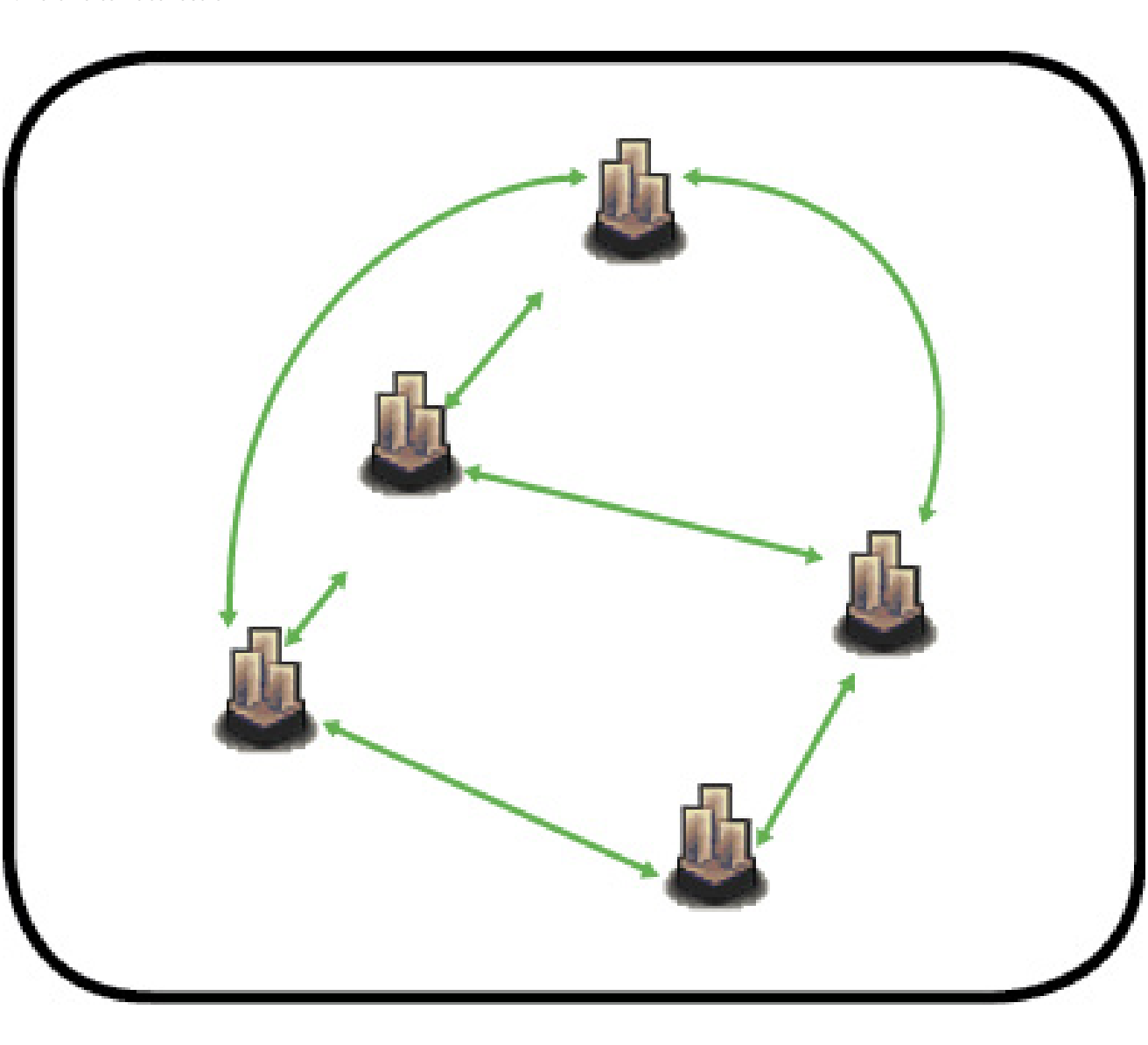
3. Balfonheim to Archades

4. Balfonheim to Nalbina

5. Archades to Nalbina

6. Archades to Rabanastre

7. Nalbina to Rabanastre



Pilika's Errand

When It's Available

This event is available after the party gets attacked by Ba'Gamnan in the Lhusu Mines.

Complete "The Cry of its Power" hunt for Pilika in Bhujerba's Khus Skygrounds, then talk to her again after getting the reward. It seems that she has forgotten her diary on the second floor of Clio's Technicks (south end of the city). She then gives the party a Merchant's Armband, which must be worn to enter the shop's second floor.

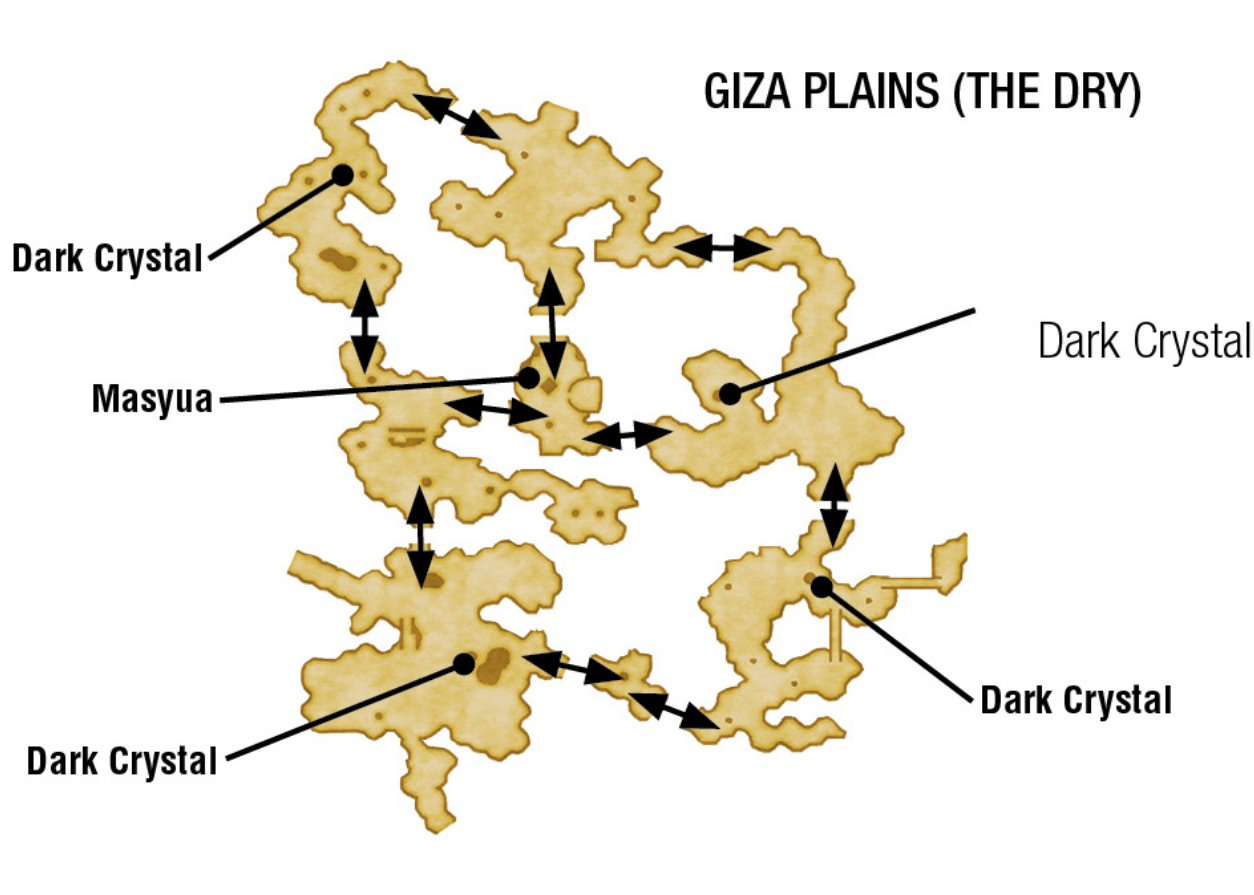
Enter the shop and search the raised floor on the left to find Pilika's Diary in the large bookcase on the wall. You may then opt to read the diary. Reading the diary reveals a second pet that is loose in the store. Return the diary to Pilika and she asks if you read it or not. Choosing the "Read it" option causes Pilika to reward the party with a Bangle. If the player answers "I've done nothing" after reading the diary, Pilika rewards the party with a Jade Collar. Whether or not the player has read the diary has no bearing on the outcome —you can lie to Pilika, if it suits you!

Making Sunstones

When It's Available

This event is available after escaping from Leviathan. You can complete this task an infinite number of times until the end of the game.

Masyua needs help making Sunstones in Giza Plains' Nomad Village. Visit her and inquire about the stones to receive a Shadestone.

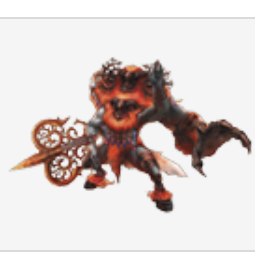
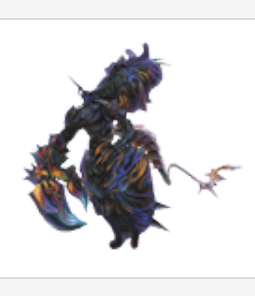
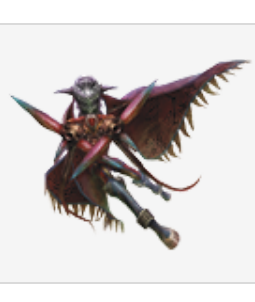
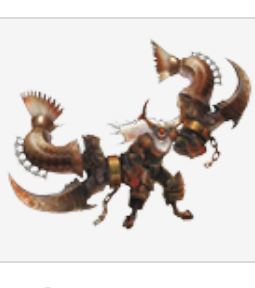


Check the map of Giza Plains. Exclamation points indicate the locations of Dark Crystals that have enough energy to be harvested. Find them and hold the Shadestone up to the Dark Crystals to fill it with energy. Keep visiting Dark Crystals until the Shadestone transforms into a Sunstone. Return the completed Sunstone to Masyua for a reward, the faster the better. High-grade Sunstones are worth 200 gil, two Potions, and a Holy Stone. If you take seven minutes or longer to complete the task, the reward will get worse and worse. Taking longer than a half-hour to turn over a Sunstone will only net you 50 gil.

Hidden Espers

There are 13 Espers scattered throughout FINAL FANTASY XII. You can find five of them in the main storyline, but it takes a little extra work to find the other eight Espers.

Esper Calendar

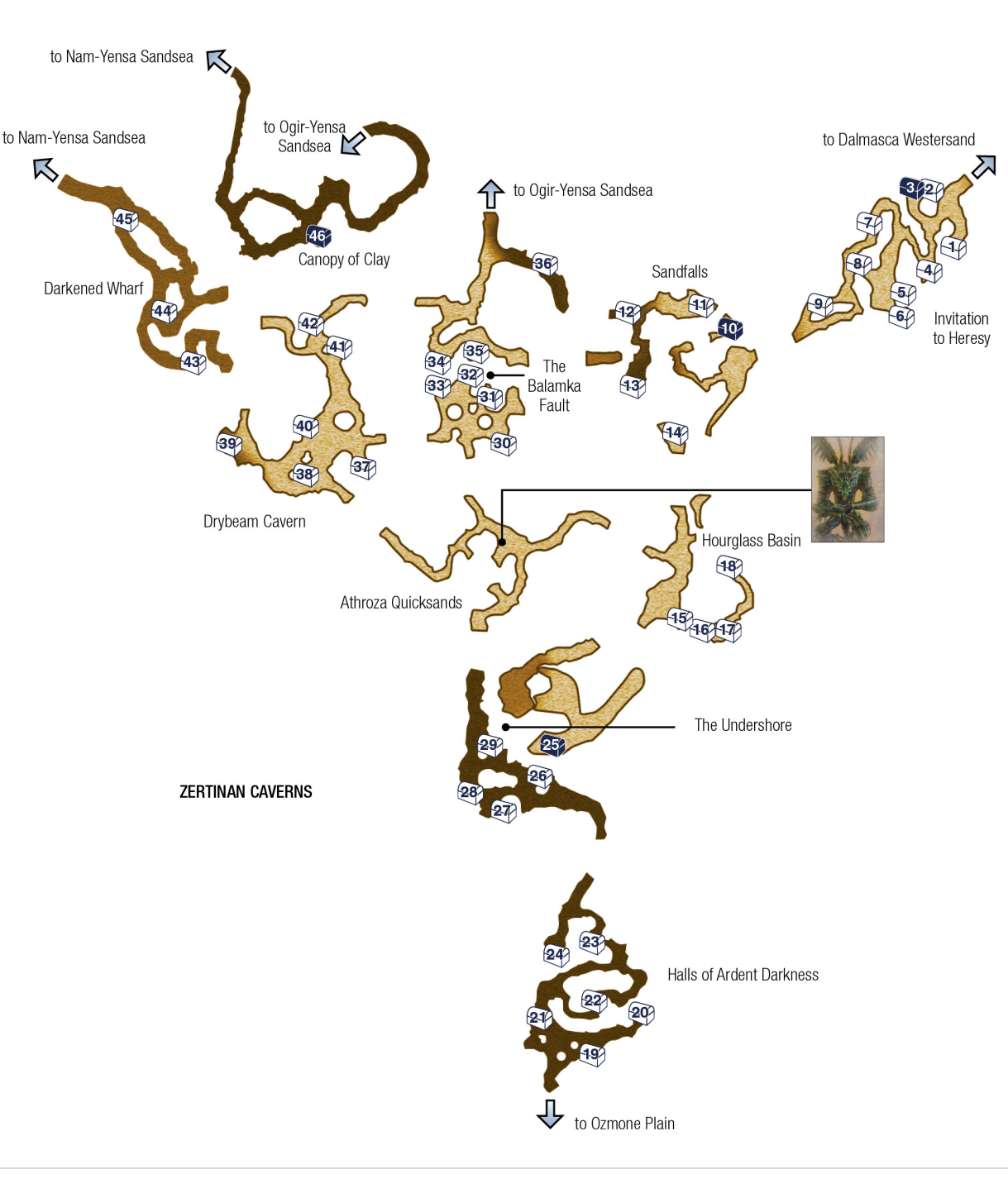
Timing: Game Start	
	BeliasStory
Timing: After receiving the Dawn Shard	
	AdrammelechOptional
	CúchulainnOptional
	ZaleraOptional
	MateusStory
Timing: After Judge Bergan has fallen	
	ZeromusOptional
Timing: After the Salikawood Gate is fixed	
	ExodusOptional
Timing: After visiting Archades	
	ChaosOptional
	ShemhazaiStory
Timing: After receiving the Treaty-Blade	
	HashmalStory
	FamfritStory
	UltimaOptional
	ZodiarkOptional

Adrammelech, the Wroth

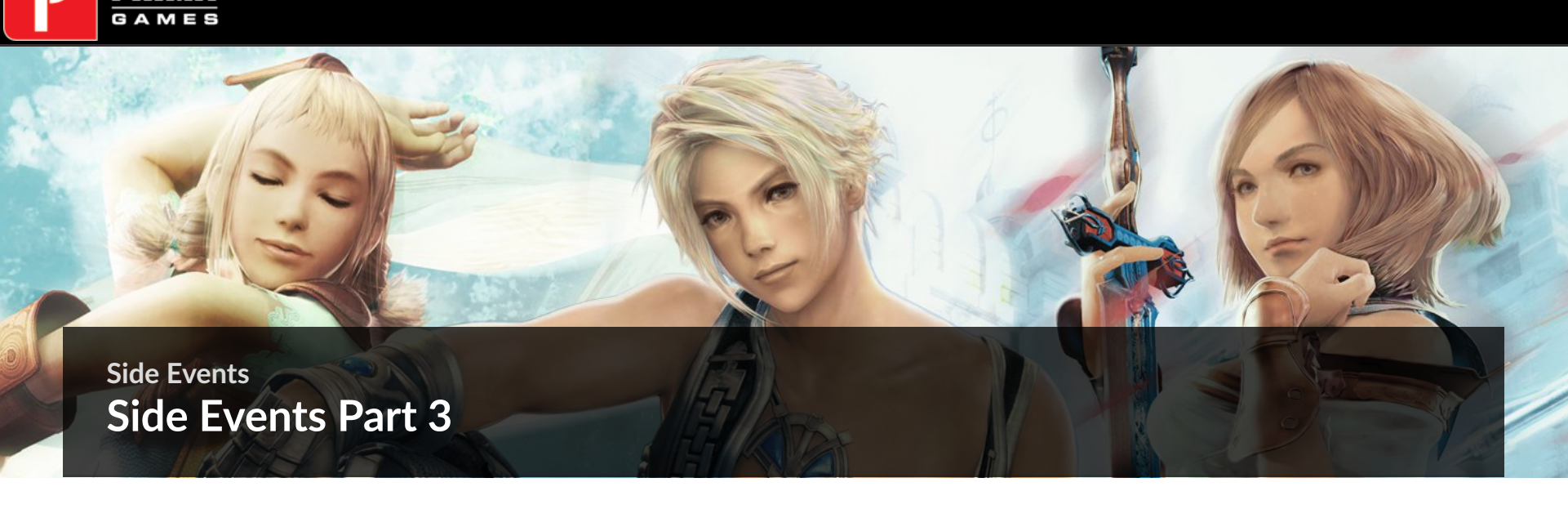
Adrammelech is the easiest of the optional Espers to obtain. Its lair, Athroza Quicksands, is within the Zertinan Caverns and it is accessible from Ozmone Plain.

Level	39	EXP	0	Steal	Pebble, Capricorn Gem, High Arcana
HP	39630	LP	42		

Adrammelech is a flying creature, so come equipped with ranged weapons and magick. Ice is particularly effective. The boss is not alone, though, as Shambling Corpses appear throughout the fight. Let them appear and use either Blizzara or Blizzaga to damage the boss and hopefully eliminate the lesser enemies in the process. Adrammelech uses a Thundaja attack that occasionally causes the Stop affliction. Make sure the party has plenty of Chronos Tears or Remedies (with the Remedy Lore 3 license). Keep Shell up to reduce magick damage and bombard the boss with Ice while trying to keep the Shambling Corpses under control. Try to keep at least one person focused on inflicting damage to Adrammelech, while the others handle the Shambling Corpses. Keep the lesser enemies in check; don't hesitate to use a Quickening if the first group gets wiped out.



Pop odds		If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
OG #	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	80%	50%	~160	Potion	Nu Khai Sand	Knot of Rust	Meteorite (A)
2	80%	50%	~160	Potion	Ether	Knot of Rust	Meteorite (A)
3	100%	0%	—	Firefly	Firefly	Firefly	Firefly
4	80%	50%	~160	Potion	Ether	Knot of Rust	Meteorite (A)
5	80%	50%	~180	Potion	Remedy	Knot of Rust	Meteorite (A)
6	80%	50%	~160	Potion	Gold Needle	Knot of Rust	Meteorite (A)
7	80%	50%	~180	Potion	Phoenix Down	Knot of Rust	Meteorite (B)
8	80%	30%	~250	Potion	Antidote	Knot of Rust	Meteorite (C)
9	80%	50%	~170	Potion	Echo Herbs	Knot of Rust	Meteorite (A)
10	100%	0%	—	Diamond Armlet	Diamond Armlet	Diamond Armlet	Diamond Armlet
11	90%	30%	~300	Hi-Potion	Cura Mote	Knot of Rust	Meteorite (A)
12	80%	40%	~200	Potion	Hi-Potion	Knot of Rust	Meteorite (A)
13	80%	40%	~200	Potion	Nu Khai Sand	Knot of Rust	Meteorite (A)
14	90%	50%	~400	Remedy	Chanter's Djellaba	Knot of Rust	Meteorite (B)
15	80%	80%	~150	Potion	Remedy	Knot of Rust	Meteorite (B)
16	90%	15%	~500	Bio Mote	Miter	Knot of Rust	Meteorite (A)
17	90%	15%	~500	Hi-Potion	Chainmail	Knot of Rust	Meteorite (A)
18	90%	15%	~500	Hi-Potion	Slasher	Knot of Rust	Meteorite (A)
19	50%	50%	~250	Hi-Potion	Miter	Knot of Rust	Meteorite (A)
20	50%	50%	~250	Remedy	Iron Pole	Knot of Rust	Meteorite (C)
21	50%	50%	~250	Gold Needle	Magoroku	Knot of Rust	Meteorite (A)
22	50%	50%	~250	Hi-Ether	Slasher	Knot of Rust	Meteorite (B)
23	50%	50%	~250	Hi-Potion	Main Gauche	Knot of Rust	Meteorite (A)
24	50%	50%	~250	Hi-Potion	Flametongue	Knot of Rust	Meteorite (A)
25	25%	0%	—	Thief's Cuffs	Thief's Cuffs	Thief's Cuffs	Thief's Cuffs
26	90%	50%	~120	Ether	Aero Mote	Knot of Rust	Meteorite (B)
27	90%	50%	~100	Ether	Aeroga Mote	Knot of Rust	Meteorite (A)
28	90%	50%	~100	Potion	Balance Mote	Knot of Rust	Meteorite (A)
29	90%	50%	~100	Hi-Potion	Aqua Mote	Knot of Rust	Meteorite (A)
30	50%	20%	~440	Lightning Fang	Ether	Knot of Rust	Meteorite (A)
31	50%	20%	~440	Aero Mote	Gold Needle	Knot of Rust	Meteorite (A)
32	50%	20%	~440	Potion	Potion	Knot of Rust	Meteorite (A)
33	50%	20%	~440	Potion	Ether	Knot of Rust	Meteorite (C)
34	50%	20%	~440	Aero Mote	Gold Needle	Knot of Rust	Meteorite (B)
35	50%	20%	~440	Balance Mote	Ether	Knot of Rust	Meteorite (A)
36	50%	20%	~440	Soleil Fang	Gold Needle	Knot of Rust	Meteorite (A)
37	80%	45%	~210	Potion	Ether	Knot of Rust	Meteorite (A)
38	80%	45%	~210	Nu Khai Sand	Antidote	Knot of Rust	Meteorite (A)
39	80%	45%	~210	Potion	Ether	Knot of Rust	Meteorite (A)
40	80%	45%	~210	Chronos Tear	Ether	Knot of Rust	Meteorite (B)
41	80%	45%	~210	Potion	Ether	Knot of Rust	Meteorite (A)
42	80%	45%	~210	Chronos Tear	Antidote	Knot of Rust	Meteorite (C)
43	80%	50%	~240	Rime Fang	Ether	Knot of Rust	Meteorite (A)
44	80%	50%	~240	Potion	Balance Mote	Knot of Rust	Meteorite (A)
45	80%	50%	~240	Hi-Potion	Phoenix Down	Knot of Rust	Meteorite (B)
46	100%	0%	—	Sight Unseeing	Sight Unseeing	Sight Unseeing	Sight Unseeing



Side Events Part 3

Cúchulainn, the Impure

This Esper is located in the Garamsythe Waterway's No. 1 Cloaca under Rabanastre. Getting there isn't easy. You must first complete the "Waterway Haunting" and "Lost in the Pudding" hunts to open the way and obtain the Sluice Gate Key.

With the path open and key in hand, head down to Central Waterway Control. Use the Sluice Gate Key to activate the waterway controls in a specific order, which reveals the path to Cúchulainn. Follow these steps:

1. Begin by closing the No.3 and No.10 controls in the Central Waterway Control.

2. Enter the No.3 Cloaca Spur and use the No.1 South Waterway Control at the end.

3. Return to the Central Waterway Control and open No.3 and No.10.

4. Close No.4 and No.11, then enter the No.4 Cloaca Spur and use the No.1 North Waterway Control.

5. Return to the Central Waterway Control again and open No.11 and close No.3.

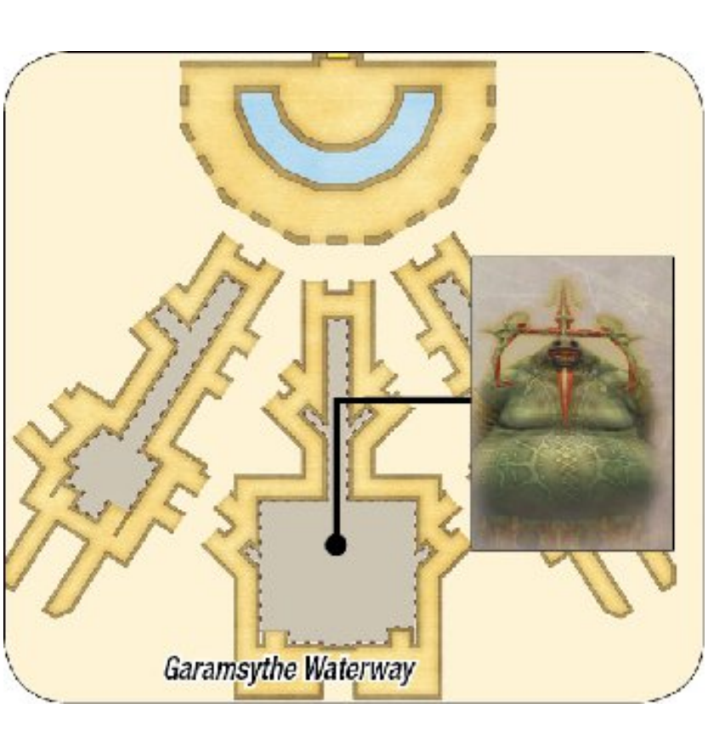
6. Enter the No.1 Cloaca and find the boss at the low point on the south end. Save your game before fighting the boss.

Level	45	EXP	0	Steal	Scorpio Gem, Elixir, High Arcana
HP	126165	LP	50		

This is a very difficult battle, since there's a constant HP Sap effect on the area that you can't dispel or block. For this reason, it's best to wait for Curaja to become available before challenging this Esper.

Dispel the boss immediately and have a couple allies focus on support and healing while the other character attacks. Make sure at least one character has a Black Belt equipped to block the boss's Disable attacks. Make sure this character also has an Esuna gambit to free anyone who gets affected (or use Remedies, if Remedy Lore 1 is unlocked).

When the Foobars join the battle, use Firaga to defeat them. Cúchulainn likes to use Invert to quickly wipe out characters. Invert resembles an instant death spell, as HP Sap rapidly drains HP. Revive the victim quickly and immediately trigger a Quickening to turn the battle in the party's favor.



Zalera, the Death Seraph

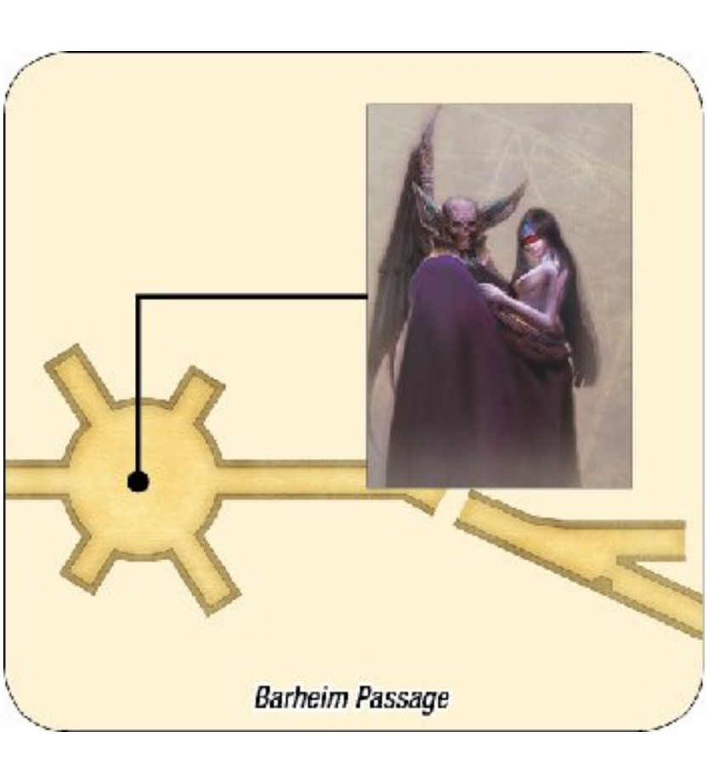
The quest to obtain Zalera requires that you complete the Patient in the Desert event to get the Barheim Key. Enter Barheim Passage from the secret entrance in the Dalmasca Estersand and wind through the tunnels to Terminus No. 7. The path isn't an easy one, as many powerful undead creatures appear along the way. This is a great opportunity to level up, but it is also very dangerous. The path through the Zeviah Span seems to be blocked near the south end. Check the west side for an object that can be pushed over to create a path down to West Annex. West Annex is the most challenging area on the way to Terminus No. 7, as the undead appear in groups. Save in Terminus No.7 Adjunct before facing Zalera.

Level	40	EXP	0	Steal	Pebble, Gemini Gem, High Arcana
HP	72248	LP	42		

This is a very unusual battle. The five-minute timer in this fight really puts things into overdrive! If the timer reaches zero, the party is ejected from the battle, which means starting over from scratch.

Another aspect of the fight revolves around the Dead Bones that join the fracas. Zalera is immune to physical damage whenever a Dead Bones foe is on the field. Kill all of them when they appear, then focus your attacks on the boss.

Check the levels of your party members before battling Zalera. Zalera can cast Lv. 2 Sleep, Lv. 3 Disable, Lv. 4 Break, Lv. 5 Reverse, and Prime Lv. Death. These attacks not only affect those characters with a level divisible by 2,3,4, or 5, but also those of prime numbers. Enter the battle and dispel the status effects on Zalera, then defeat the first set of Dead Bones so that Zalera is vulnerable. When the Dead Bones appear again, quickly dispatch them. As Zalera's HP gets low, he starts casting Sleepga, Stop, and Death. Prepare accordingly. If the timer is getting low, don't hesitate to put all your effort into Quickening chains to finish Zalera off.



Zeromus, the Condemner

Return to Mt Bur-Omisace and speak to the Acolyte at the base of the stairs leading into the Hall of the Light. He instructs the party to seek out a "greater power" in the Stilshrine of Miriam using the Stone of the Condemner that he presents to them.

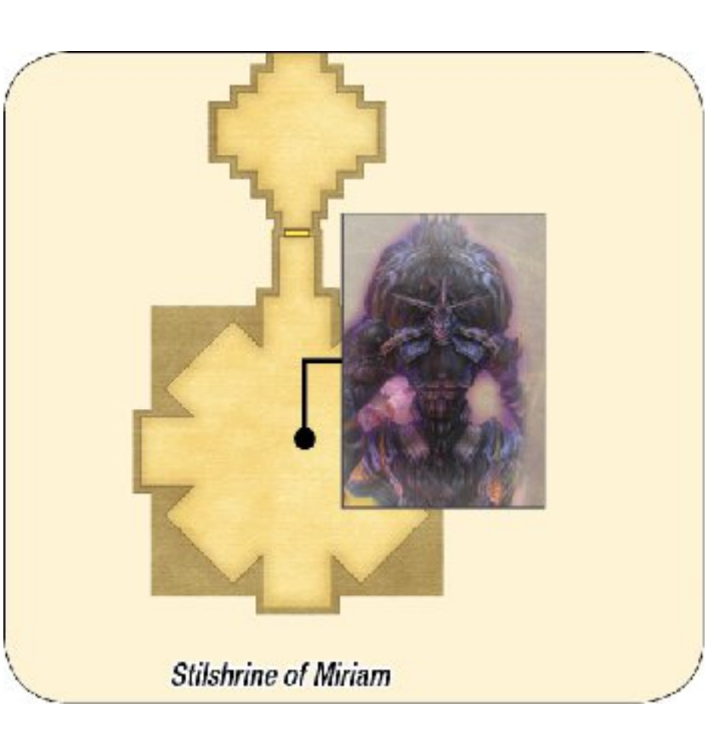
Enter the Stilshrine of Miriam and activate the Way Stone at the south end of Ward of Measure. Use the Stone of the Condemner and that point to travel to the Throne of Veiled Gods where Zeromus awaits.

Level	51	EXP	0	Steal	Cancer Gem, Elixir, High Arcana
HP	166888	LP	55		

All magicks are disabled in this battle, so the party must rely on physical attacks, healing items, and technicks. Change all healing gambits so they use items such as Phoenix Down. In fact, it's best to equip Pheasant Netsukes and use Phoenix Down to restore fallen allies rather than using potions. With the augments increasing the effectiveness of Phoenix Down and the accessory, a party member can fully restore a downed ally, which is far more efficient.

The boss begins with Reflect, Protect, and Shell. You cannot dispel these effects, so they will be active for the entire battle. The boss is also joined by Dark Lords, which makes things more difficult.

Bring in a melee party, and use heavy armor and weapons, since magick is disabled. Shields are a huge help, too. Keep the Dark Lords in check throughout the entire battle, as they can become a nuisance if you ignore them. In fact, make them the priority and only fight Zeromus when the area is clear. Use a Quickening to help level the Dark Lords initially, then use it again whenever the need arises. Keep fighting them to rapidly build a combo. They will eventually drop bonuses, which can restore the party's HP and MP. This is a great way to keep everyone healthy and build Mist Charges for more Quickenings.



Exodus, the Judge-Sal

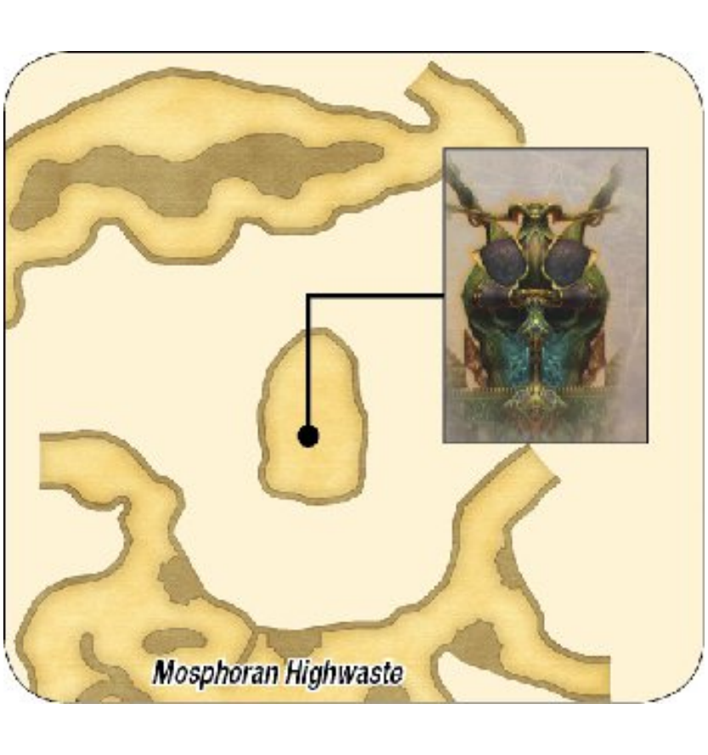
Visit the Mosphoran Highwaste and stop at the Babbling Vale. There are two important conversations here. The first one takes place with the Learned Man who explains what has happened to the shrines. The second conversation is with the Caravaner south of the shop, which reveals a hidden path and a wild chocobo in the area.

Begin by touching the Shrine of the South Wind (Babbling Vale/South) to raise the first set of floatweed. Proceed northeast to the Rays of Ashen Light and look for the Wayward Chocobo at the north end. Feed it a Gysahl Green and travel south to Empyrean Way. Look for a floatweed path to the right of the entrance (marked on the area map). Continue all the way to the end and pass through the grassy chocobo area to Skyreach Ridge. Continue toward the west ridge of the Babbling Vale and touch the Shrine of the West Wind. Knock over the Weathered Rock next to the shrine to return to the camp. Revisit the Shrine of the Northwest Wind, next to the Learned Man, and touch it.

Level	46	EXP	0	Steal	Libra Gem, Elixir, High Arcana
HP	119060	LP	52		

This boss uses Reflect quite often, so beware of casting magick against it. Always make sure you dispel Reflect before attempting any sort of magick attack, or use Opal Rings to cast through the Reflect. This Esper can also cast two very powerful spells: Flare and Scathe. Keep the party separated and Decoy the leader to ensure these spells cause as little damage as possible. Also, be sure to employ the use of Shell in this situation. Note also that Exodus can randomly inflict Stop by using his regular physical attacks.

Items are locked in this fight, but that shouldn't be a problem. Focus on physical damage and technicks like Souleater and 1000 Needles. Use Expose to lower the boss's defense throughout the fight, so physical attacks and technicks inflict as much damage as possible. Near the end of the battle, the boss creates a Paling that makes it immune to physical attacks. This is when Dispel and Arcane magicks come into play. Keep a close eye on Exodus and make sure Reflect is dispelled, then bombard it with Darkga to finish it off. Otherwise, wait for the Paling to fade and finish it off with a volley of physical attacks.



Chaos, Walker of the Wheel

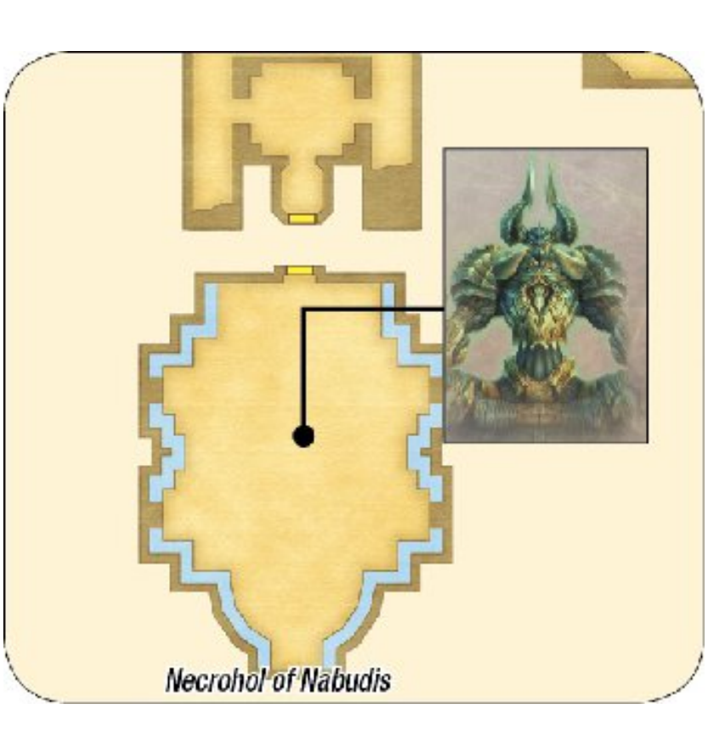
Chaos is found at the end of the Nabreus's Medal event. The party must find the four pieces of the medal and recover two more medals. Next, the party must explore the Necrohol of Nabudis and fight two powerful bosses before facing Chaos. It's a long journey, but well worth the trouble.

Level	57	EXP	0	Steal	Taurus Gem, Elixir, High Arcana
HP	208966	LP	60		

The Attack command is disabled in this battle, which forces the party to rely on magicks and technicks. The Chaosjets that accompany Chaos will cast Silence, so equip Rose Corsages to negate this, or set up gambits with Echo Herbs.

Make the four Chaosjets (Air, Earth, Fire, and Water) the primary targets at the start of the battle. Use Souleater to really put the hurt on them. If a character or two is focused on outputting damage with Souleater, make sure the other characters are focused on refilling their HP. Using this technique, it's possible to quickly eradicate all four Chaosjets. Otherwise, use Aeroga to defeat the Earth Chaosjet and Firaga to eliminate the Water Chaosjet. The Air Chaosjet is weak to earth elements, while the Fire Chaosjet is weak to water elements, but technicks work best on them both. Additionally, you can try to hit them all with a non-elemental area-of-effect spell such as Scourge, Bio, or Scathe.

It's also important to note that Chaos will absorb Wind-based attacks! When the four Chaosjets are history, it's time to focus on Chaos. A combination of Bio and Souleater work very well against the big guy.



Ultima, the High Seraph

The quest for Ultima takes the party back into the twisted path of The Great Crystal below Giruvegan. Begin at Way Stone VIII and trek up to the Scorpio Gate Stone. Hit the switch and go back down to Way Stone VIII, then turn right and head up to Way Stone IX.

Pass Way Stone XX, taking either the left or right path on the opposite side to reach the Sagittarius Gate Stone. Return to Sagittarius Gates I & II. You can go in either direction, but for purposes of this walkthrough, choose Gate I, which leads to Way Stone XI. Go ahead and use the stone.

Take the rising path to the Gemini Gate Stone. Flip the switch and take the next rising path. Bypass Gemini Gate I on the right and continue to Gemini Gate II. Follow either of the gateless paths beyond Gemini Gate II to Way Stone XV and use the device.

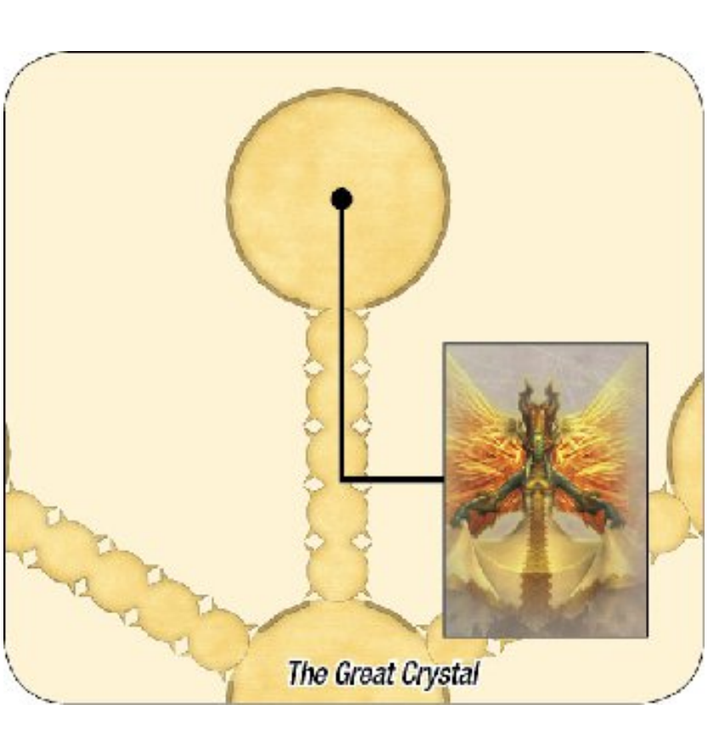
Follow the center path from Way Stone XVI up to the Libra Gate Stone. Use the switch, then backtrack to Way Stone XVI and take the path on the right to Gate Libra I, deactivate it, then continue up. Take the rising path on the left at the next platform to the Capricorn Gate Stone. Flip the switch and backtrack down, then go right to return to Way Stone XVI. Use the sinking path on the opposite side to find Gate Capricorn I and the Virgo Gate Stone. Toss the switch on the stone and backtrack to Way Stone XVI again. Use the center path to go to the next platform, then take the left or right path to reach Gate Virgo I or II. Pass through the gate and go to Way Stone XVII to reach the last area. Save your game at the Save Crystal just ahead. The center path leads to Ultima!

Level	63	EXP	0	Steal	Virgo Gem, High Arcana, Megalixir
HP	258001	LP	65		

For starters, don't miss the treasure chest dead-center in the area. Inside, you'll find Excalibur, one of the game's strongest weapons. DO NOT equip Excalibur yet, though, because it's a Holy weapon and Ultima absorbs Holy damage. (Return to this room later with a Diamond Armlet on, and there's a very low probability that a rarely respawning chest here will contain Gendarme, the ultimate shield.) Dispel Ultima at the start of the battle. Her attack pattern is simple, as she uses physical attacks at close range that cause moderate damage. This is accompanied by an occasional blast of Holyja. The Holyja magick causes heavy holy damage, so White Masks are a huge help since they absorb it. Holyja sometimes leaves a Reverse status on characters, so beware of group heals. One Curaja could wipe out the entire party. Keep healing manually or be ready to interrupt any heals after a Holyja attack.

The real challenge in this battle is the shifting battle conditions. It begins with HP Sap, then switches between MP Sap, No Attack, No Magicks, No Technicks, No Items, Magnetic Field, and then it repeats from HP Sap. Keep these conditions in mind and prepare for them. Make sure everyone has plenty of HP before the HP Sap hits. Recover MP quickly when the No Attack field begins and heal the entire party. Utilize physical attacks and rely on items to heal while the No Magick field is in effect. The No Technicks battle condition really shouldn't be a problem, while the No Items condition is a blessing and a great opportunity to cause serious damage to Ultima. The Magnetic Field reduces damage and slows down the party down. Get everyone healed at this time and prepare to start the loop back at the beginning.

When Ultima is low on health, she begins using a beam attack that causes massive damage to one character. This is very difficult to overcome. Try to finish her off before she overwhelms your party. If you have Mist Charges left toward the end, it's time to spend them on Quickening chains, or to summon Espers and immediately unleash their ultimate technicks. (Don't summon an Esper and then actually try to fight, which will go extremely poorly against Ultima!)



Zodiark, Keeper of Precepts

Talk to Geomancer Yugelu in Jahara after the party finds at least 10 Espers. Yugelu then unlocks the path within the Henne Mines that leads to Zodiark. The path is just north of the Staging Shaft in the Ore Separation room. The crystal in the Staging Shaft is the closest save point to Zodiark, so use it! The path to Zodiark is very difficult and tricky to navigate. Keep Float on the party at all times to avoid traps.

Secret Stash

Check the west end of the middle path in the Phase 2 Dig area to find a note on the ground. The note makes mention of a hidden stash somewhere in Henne Mines. The stash is at the north end of the Special Charter Shaft in the longest shaft visible on the area map.

Level	66	EXP	0	Steal	Serpentarius, High Arcana, Megalixir
HP	336847	LP	70		

To prepare for this fight, ensure everyone capable has a Black Mask equipped. Enter the battle with only one character and everyone else in reserve. The reason for this is that Zodiark always begins the fight with Darkja and there's no reason to expose the entire party to it. Let one character take the hit, then bring two more characters into the battle.

Zodiark uses Reflect, Protect, Shell, and Haste. Dispel them immediately and be ready to Dispel them again throughout the entire battle.

The boss's big attack is Darkja, which it uses frequently. This powerful attack causes lots of dark damage and it has a good chance of instantly killing its victims. This attack will wipe out your party on occasion. There's simply no way to avoid it, but Black Masks can help.

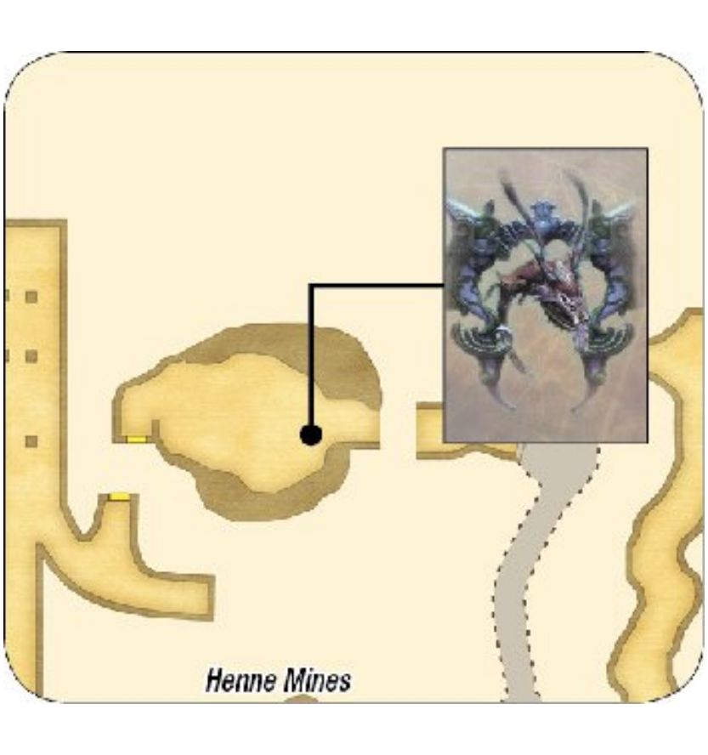
The trick in this fight involves how you react and recover after Darkja is used. Bring in the reserves and immediately restore the downed allies with Phoenix Down or Arise. The reserve members can put up a fight for a bit, but chances are they won't be as powerful as the primary party and will quickly fall. Switch in the main party and immediately restore the reserve party with Phoenix Down (expect to do this often). It becomes even more critical near the end of the battle when Zodiark's attacks are extremely powerful and Darkja isn't the only threat. Keep the party moving and a fair distance from each other to prevent Scathe from hitting all of your characters.

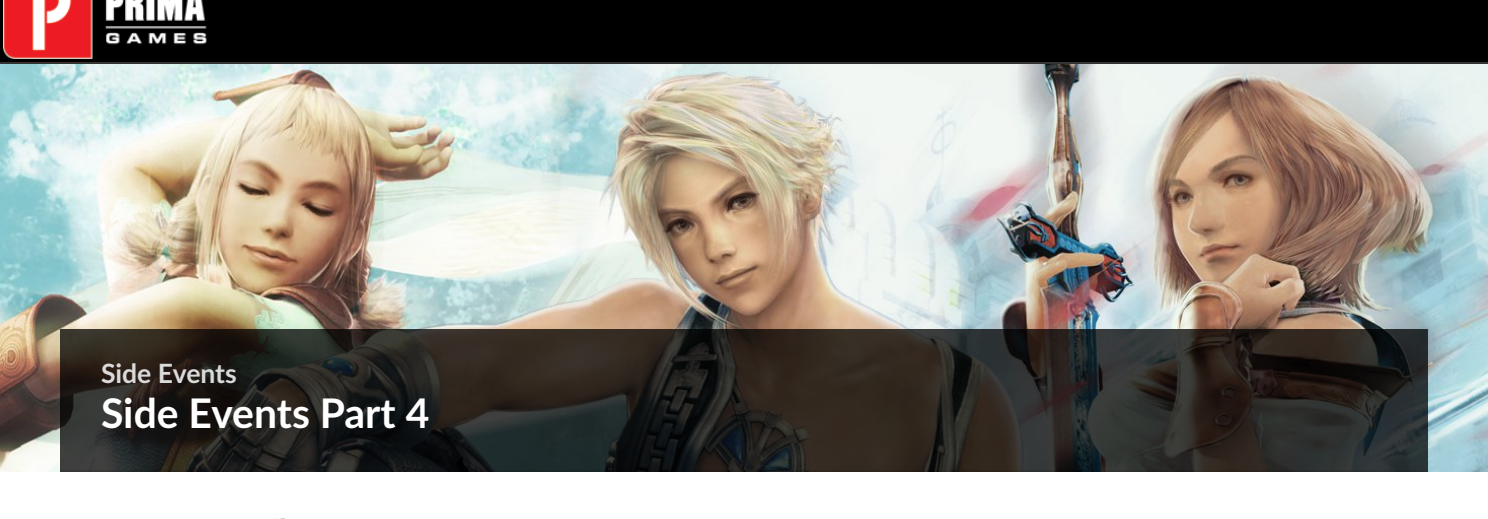
The first half of the fight is pretty simple. Cast Berserk and Bravery on a physical attack specialist and watch him go to work. If you have weapons with the holy element, be sure to use them for now. A powerful fighter can hit for 9999 HP of damage at high speed with Haste and Berserk in play.

The fight gets complicated when Zodiark loses about half of its HP. When this occurs, Zodiark begins casting a Magick Shield that makes it immune to magick. Keep pounding away with physical attacks for the time being. Try to keep Zodiark dispelled, but the Magick Shield occasionally makes this impossible.

As the boss's health starts creeping closer to one-fourth of its total, Zodiark will start to use a skill called Shift which changes its elemental weakness. Replace your holy element weapons with non-elemental weapons. This is also your cue to start a Quickening. You can end the fight here with a large Quickening chain and save yourself some grief with what's coming after Shift. If the Quickening doesn't finish Zodiark off, or if you miss your window, it uses a Paling and a Magick Shield. This means that it will often be completely invulnerable. While the Magick Shield goes down for extended periods, the Paling only ever goes down for a second or less. After this point, physical attacks against Zodiark are not an option and it has only one randomly changing elemental weakness. What to do? Time to put Scathe and the other non-elemental spells to good use. Although Flare also works, avoid using it due to its significant recovery time. One thing you need to be extremely careful about is Reflect. Dispel it off of Zodiark as soon as he casts it. If the Magick Shield is up while it has the Reflect status, sit back and heal up while you wait it out. You don't want your own Scathe wiping out your party.

As the boss's HP gets lower, Zodiark's attacks grow faster and more powerful. It also casts Darkja much more often. The fight really gets dangerous when the boss's HP is almost gone. Take it slow and steady and he will go down eventually.

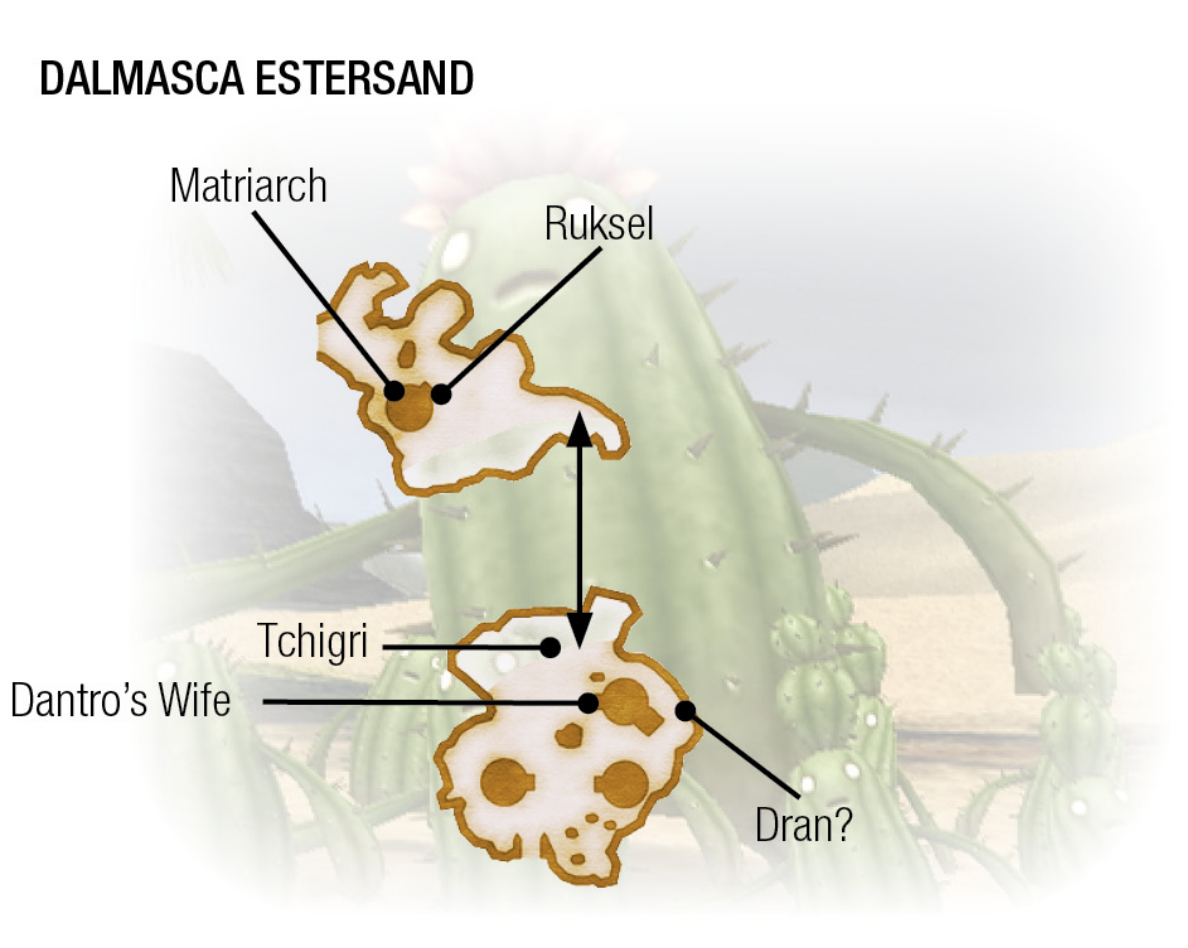




Side Events

Side Events Part 4

Cactaur Family



You can start this event after completing the Dalmasca's Desert Bloom hunt and delivering the Cactus Flower to Dantro's Wife in South Bank Village (Dalmasca Estersand). Tchigri in South Bank Village says his dad, the ferry's pilot, is missing. The Village Elder requests that Vaan go with the boy to the North Bank Village to ensure his safety.

Speak to Ruksel at the North Bank Village to make a new Flowering Cactoid appear. The cactoid's eldest son, Dran, is missing. The party automatically returns to the South Bank.

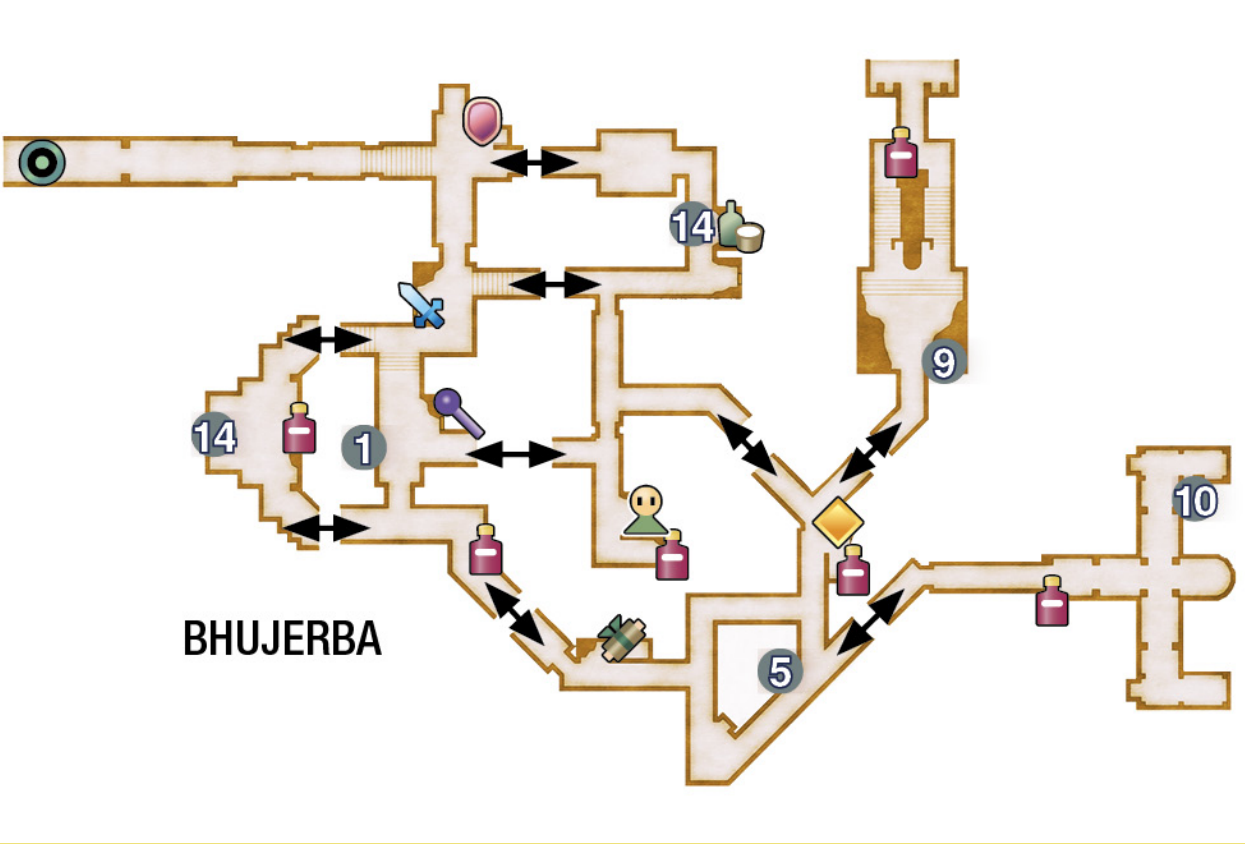
Speak to Dantro's Wife about the Cactus Flower, then check behind her hut to find a flower in the ground marked "Dran?" and inspect it. Return Dran to the Matriarch by speaking with Tchigri.

Dantro gives the party 1000 gil and some Wyrmfire Shot. The ferry is also in running order now, so the party can cross the river at any time.

When It's Available

This event is available after receiving the Dawn Shard.

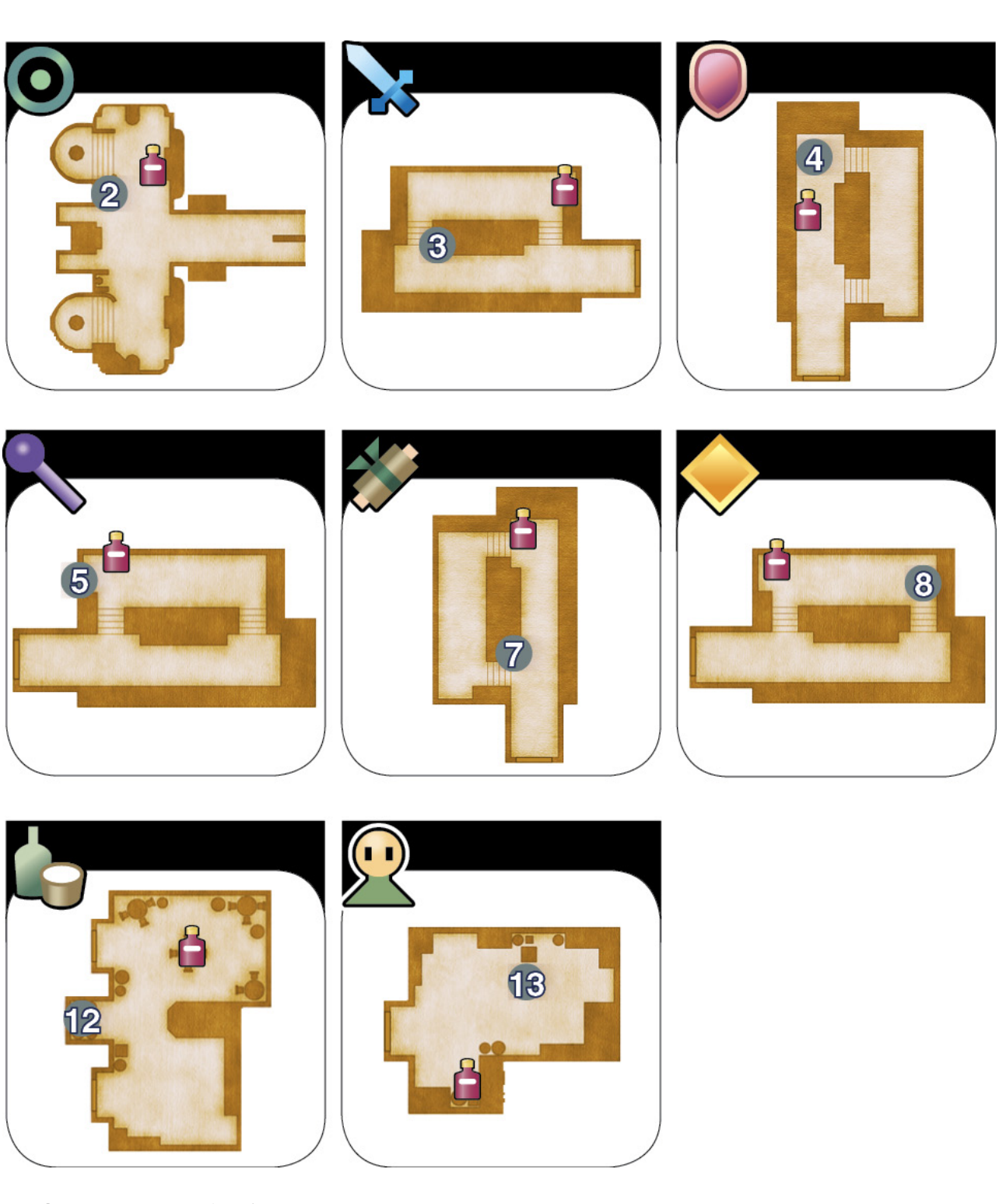
Bhujerban Madhu



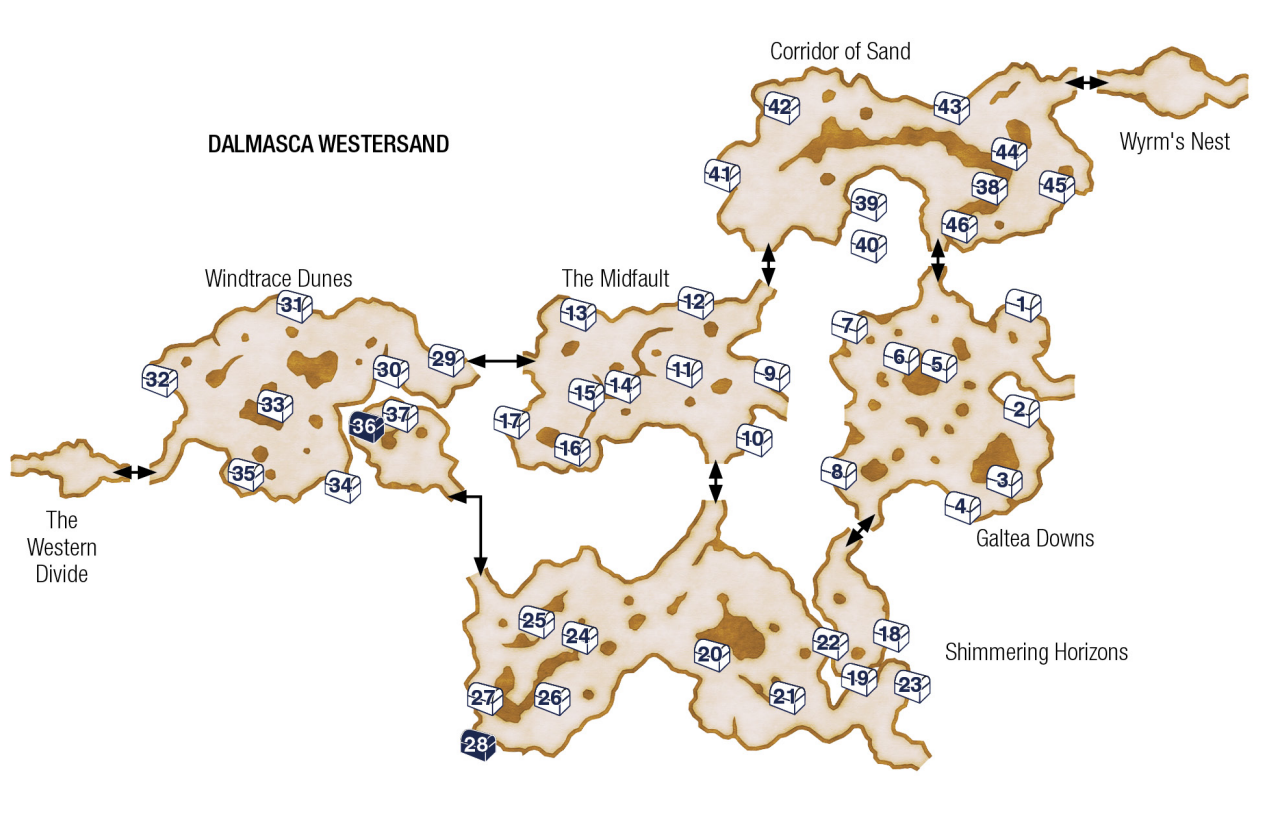
When It's Available

This event is available after receiving the Dawn Shard.

A famous liquor known as Bhujerban Madhu is in short supply. Fans of the popular drink are willing to pay handsomely for a bottle (1000 gil). There are 14 bottles of Bhujerban Madhu hidden throughout the city; one bottle is concealed in every section of the city. There is also a willing buyer somewhere in the same area where a bottle is located. You can sell the bottles to any of the buyers in any order. You can also sell any number of bottles to the same buyer.



Earth Tyrant Extermination



Pop odds		If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
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2	65%	40%	~50	Antidote	Antidote	Knot of Rust	Meteorite (A)
3	60%	50%	~50	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
4	60%	50%	~50	Ether	Ether	Knot of Rust	Meteorite (A)
5	65%	40%	~50	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
6	65%	40%	~50	Potion	Potion	Knot of Rust	Meteorite (B)
7	60%	45%	~60	Potion	Cotton Cap	Knot of Rust	Meteorite (A)
8	60%	50%	~50	Ether	Ether	Knot of Rust	Meteorite (A)
9	65%	40%	~75	Antidote	Antidote	Knot of Rust	Meteorite (A)
10	65%	40%	~80	Ether	Leather Armor	Knot of Rust	Meteorite (A)
11	65%	40%	~75	Ether	Ether	Knot of Rust	Meteorite (A)
12	65%	40%	~75	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
13	65%	40%	~75	Potion	Potion	Knot of Rust	Meteorite (A)
14	65%	40%	~90	Potion	Cotton Shirt	Knot of Rust	Meteorite (B)
15	65%	40%	~75	Ether	Ether	Knot of Rust	Meteorite (A)
16	65%	40%	~75	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
17	65%	40%	~100	Echo Herbs	Echo Herbs	Knot of Rust	Meteorite (A)
18	50%	40%	~100	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
19	60%	40%	~80	Potion	Leather Shield	Knot of Rust	Meteorite (A)
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22	60%	40%	~70	Potion	Potion	Knot of Rust	Meteorite (A)
23	60%	40%	~70	Dark Mote	Dark Mote	Knot of Rust	Meteorite (A)
24	60%	40%	~55	Echo Herbs	Echo Herbs	Knot of Rust	Meteorite (A)
25	60%	40%	~55	Potion	Potion	Knot of Rust	Meteorite (A)
26	60%	40%	~55	Antidote	Antidote	Knot of Rust	Meteorite (A)
27	60%	40%	~55	Ether	Ether	Knot of Rust	Meteorite (A)
28	100%	0%	—	Orrachea Armlet	Orrachea Armlet	Orrachea Armlet	Orrachea Armlet
29	65%	40%	~90	Potion	Potion	Knot of Rust	Meteorite (B)
30	60%	45%	~100	Dark Mote	Dark Mote	Knot of Rust	Meteorite (A)
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32	65%	45%	~90	Potion	Onion Bolts	Knot of Rust	Meteorite (A)
33	65%	40%	~90	Potion	Potion	Knot of Rust	Meteorite (A)
34	65%	40%	~90	Phoenix Down	Phoenix Down	Knot of Rust	Meteorite (A)
35	65%	40%	~90	Hi-Potion	Hi-Potion	Knot of Rust	Meteorite (A)
36	25%	0%	—	Diamond Armlet	Diamond Armlet	Diamond Armlet	Diamond Armlet
37	5%	30%	~400	X-Potion	X-Potion	Knot of Rust	Meteorite (A)
38	80%	40%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
39	65%	40%	~60	Potion	Onion Arrows	Knot of Rust	Meteorite (A)
40	65%	40%	~50	Antidote	Antidote	Knot of Rust	Meteorite (C)
41	65%	40%	~50	Echo Herbs	Echo Herbs	Knot of Rust	Meteorite (A)
42	65%	40%	~55	Eye Drops	Eye Drops	Knot of Rust	Meteorite (A)
43	65%	40%	~50	Potion	Potion	Knot of Rust	Meteorite (A)
44	65%	40%	~50	Potion	Broad Sword	Knot of Rust	Meteorite (B)
45	60%	40%	~80	Ether	Ether	Knot of Rust	Meteorite (A)
46	70%	45%	~100	Phoenix Down	Steel Gorget	Knot of Rust	Meteorite (A)

When It's Available

This event is available after receiving the Dawn Shard.

Find a Bangaa named Rimzat at Rabanastre's Westgate. He was sent from Archadia to study the sandstorms of the Dalmasca Westersand, but the storms' violence makes such study impossible. He requests that the party gather information within Rabanastre on his behalf.

Check the Southern Plaza for a man named Cotze, who is sitting atop the fountain. Speak to him to learn about a man named Northon near Storehouse 5 in Lowtown.

Locate Northon in the North Sprawl of Lowtown. He claims that you need a Windvane to get through the storms. The Windvane that Northon and Cotze once used was split into two pieces; Northon's half is in a dead end section of the Westersand with Giant Dynast Cactuses.

The Dynast-Cactoids are found in the secluded section of the Windtrace Dunes, which is accessible from Shimmering Horizons. Inspect the Dynast-Cactoids in the area to find the Wind Globe.

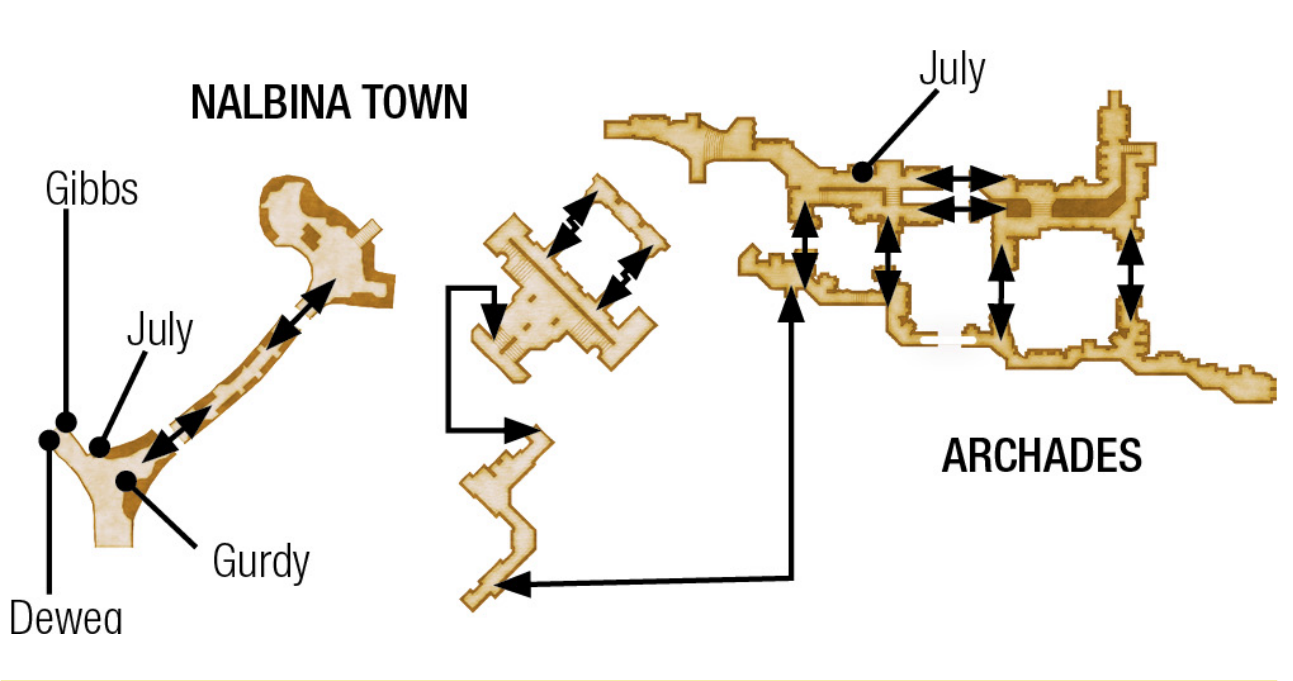
Return to the West Gate and speak to Northon, Cotze and Rimzat. They mention a strange egg in the desert and give the party a completed Windvane. Travel to the Wyrm's Nest in Dalmasca Westersand to face the Earth Tyrant.

EARTH TYRANT

LVL	30	HP	70982	EXP	0	LP	21
STEAL	Hi Potion, Tyrant Hide, Tyrant Bone						

Make sure the party leader has Decoy and a shield equipped to block most of the Earth Tyrant's attacks. Try to keep the other characters back to avoid the boss's area attacks. Immediately hit the boss with Slow to give the party an advantage. A slow physical assault works very well in this fight. The boss's defense increases as it nears defeat, so a little magick can help finish the battle.

July the Streetear



When it's Available

This event is available after receiving the Dawn Shard. You must complete the first half of the event, the portion in Nalbina, before the story moves to the Mosphoran Highwaste. You cannot complete the event until the party visits Archades.

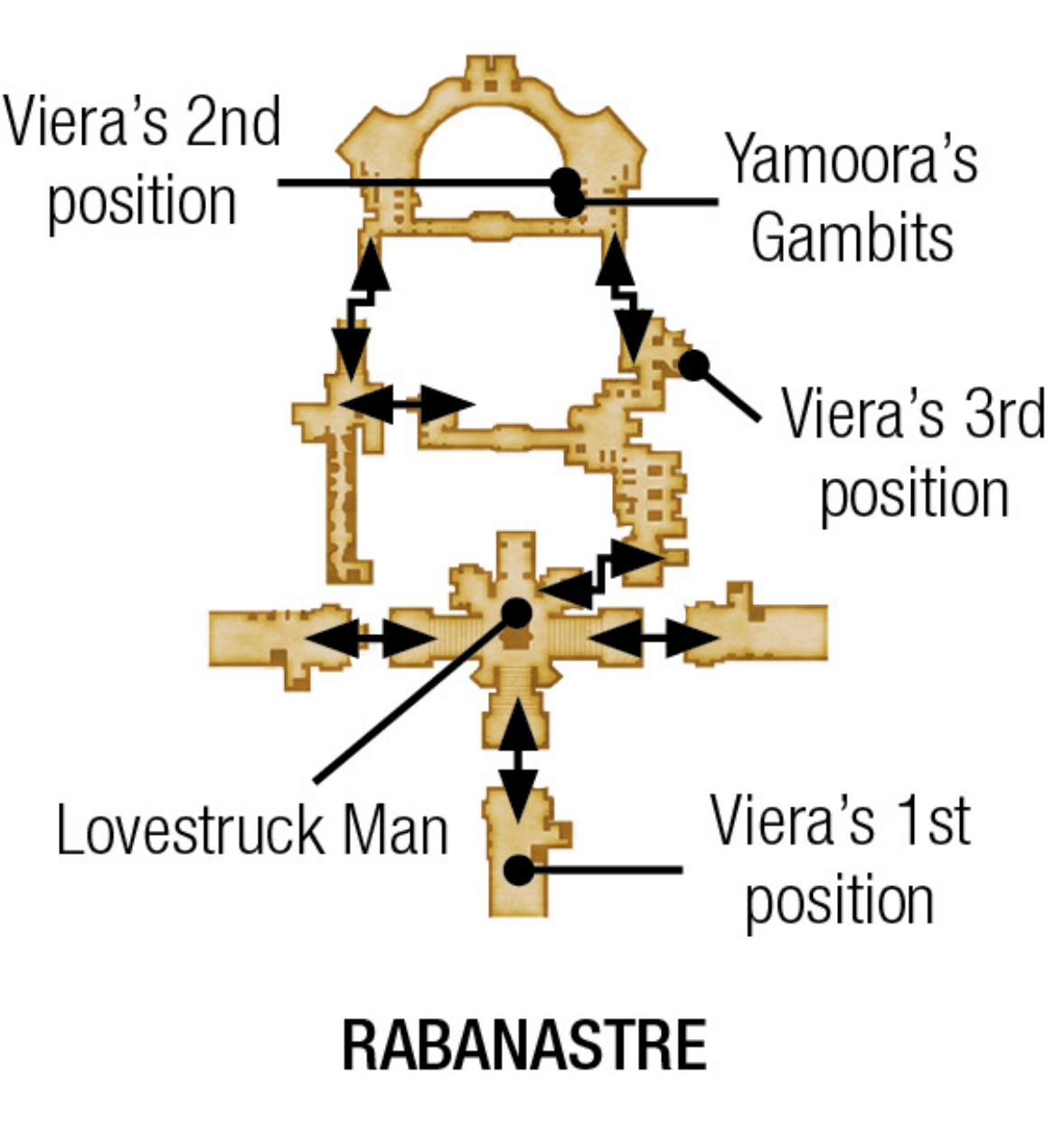
Two Imperials stand guard in Nalbina Town at West Barbican, blocking access to the Mosphoran Highwaste. A woman, July, spies on them from nearby. Approach the Imperials to discover Gibbs doesn't like chocobos.

Cross the area and rent a chocobo from Gurdy for 800 gil. Ride the chocobo over to Gibbs and Deweg. July thanks the party for their intervention and asks them to visit her in Archades later.

Visit Charlotte's Magickery in the Molberry district of Archades when the area opens up. July then presents the party with a Salamand Halcyon for their assistance earlier.

Viera Rendezvous

A Viera at Rabanastre's Southgate, near the chocobo stable, is seeking her soul mate. Talk to her and she walks off into the city.



Follow her into the Southern Plaza and look for a Lovestruck Man at the fountain. Speak to him and he mentions seeing the Viera, who was headed to East End.

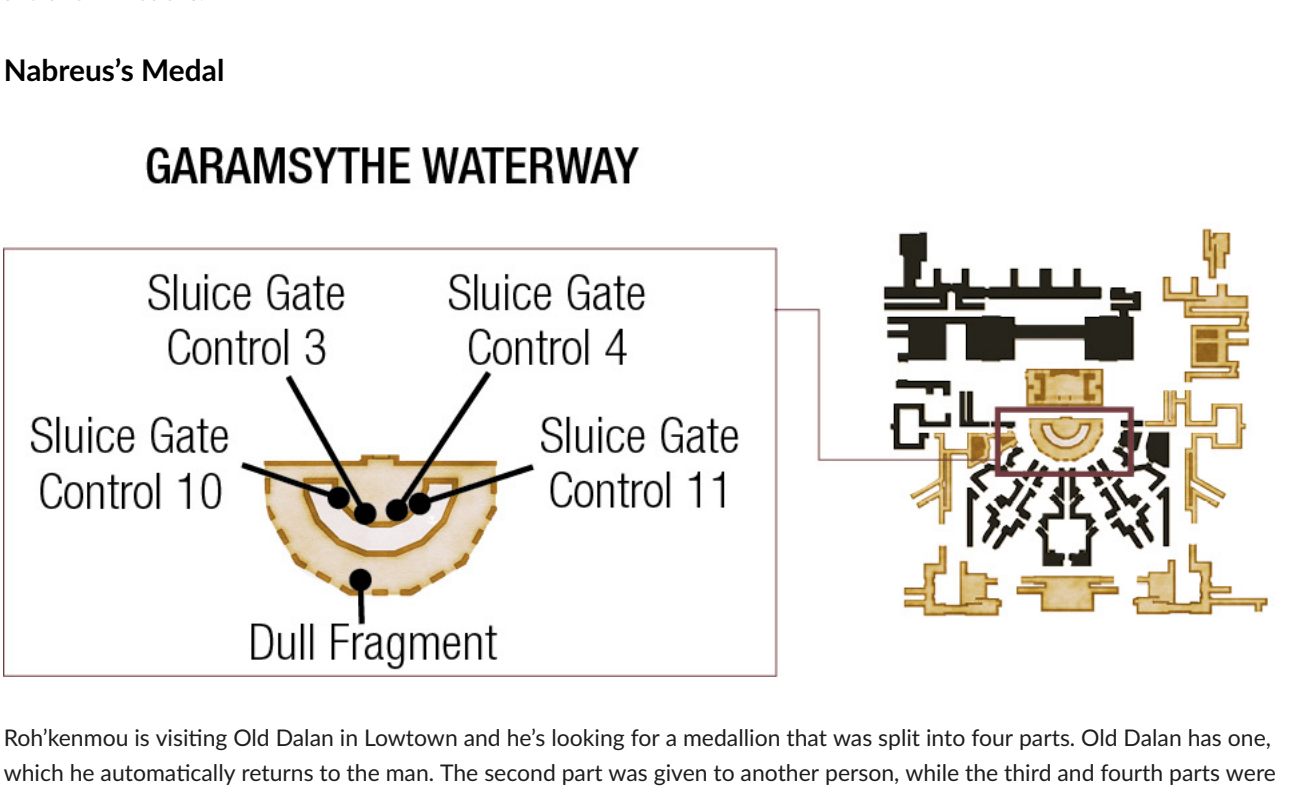
Actually, she has wandered over to Yamoora's Gambits in North End. Find her there (Wandering Viera) and speak with her again. She mentions getting a drink and leaves the shop.

Travel back to The Sandsea in East End and look for her on the second floor. Speak to her again and she asks if you might know of someone who feels strongly for her.

Return to the Southern Plaza and speak to the Lovestruck Man again. Agree to help him, return to The Sandsea, and tell the Viera about the man's feelings.

Run back to the Southern Plaza once more and look for the duo near the fountain. Speak with them to receive a Loxley Bow and two Hi-Potions.

Nabreus's Medal



Roh'kenmou is visiting Old Dalan in Lowtown and he's looking for a medallion that was split into four parts. Old Dalan has one, which he automatically returns to the man. The second part was given to another person, while the third and fourth parts were hidden.

When It's Available

This event is available after you defeat Judge Bergan. You can complete it after visiting Archades.

The Dull Fragment

The man who had the object and split it in four parts used to live in the North Sprawl, but the house is vacant now. Go to the North Sprawl and enter the Private Residence where Deeg was hiding (Deeg from the Waterway Haunting hunt) and speak to him. Note that you actually need to complete the Waterway Haunting hunt before you can speak to him. He mentions a letter on the table from the previous owner. Read the Dusty Letter to learn that a valuable item was split into four pieces and hidden. The location of the first piece is mentioned in the note: "Stop the water's flow, then lose it once more. East Southeast East Southwest Southeast I pray that it rest there undisturbed."

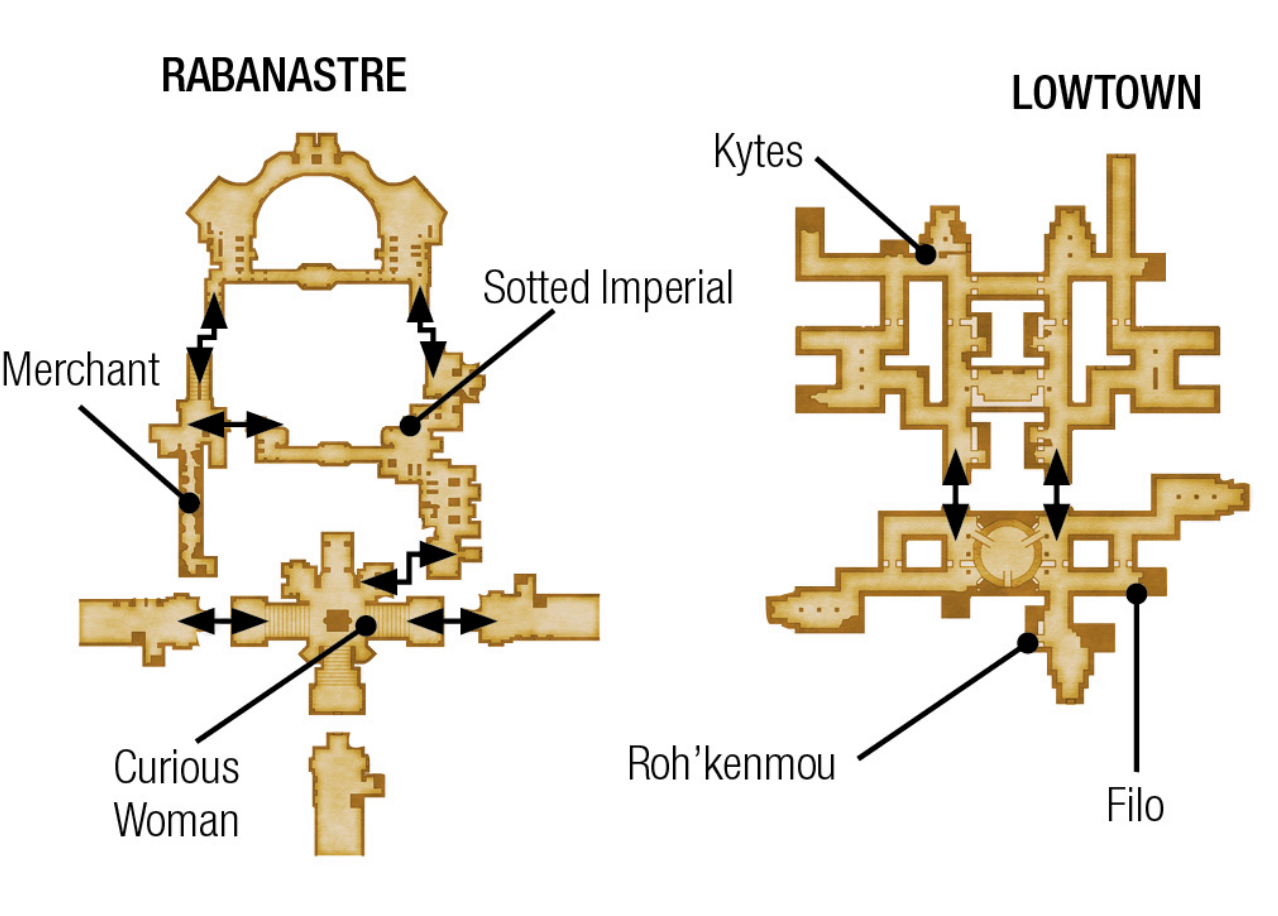
Talk to Deeg again. He mentions the letter sounds like it's talking about the waterway gates, but they require a key. He remembers a moogle running around talking about a key. The moogle in question is Sorbet (petitioner for the Lost in the Pudding hunt), who is at the Westgate. Take her hunt and defeat the beast to recover the key.

Go to the Central Waterway Control area in Garamsythe Waterway. Open all of the gates so that the lights are off. Begin by closing gates #11 and #4, then open gate #11 and shut gate #3. Next, open gate #4, then walk around to #3 gate and look on the ground to find a "Shiny Object" that is the Dull Fragment.

The Blackened Fragment

The third piece is a reward for successfully completing the Crime and Punishment hunt. Speak to Montblanc to obtain the hunt and complete it to acquire the Blackened Fragment from Samal.

The Grimy Fragment

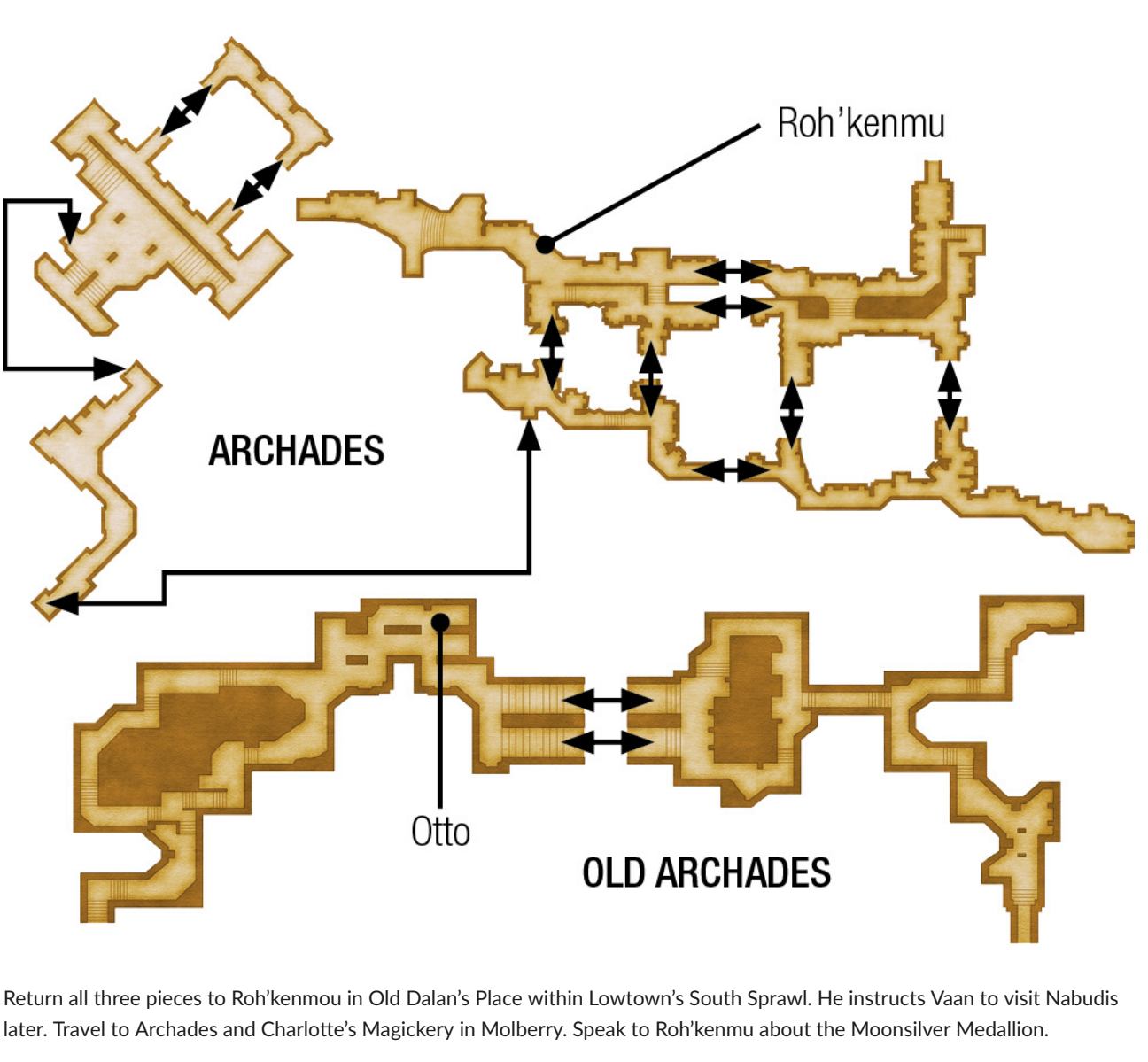


Travel to the Muted Scarp in the Nabreus Deadlands and speak to Ma'kleou about who he is and why he's there. Return to Rabanastre and Lowtown and speak to Roh'kenmou in Old Dalan's Place (this step may be skipped if you have already spoken to Roh'kenmou). Find Filo in the southeast corner of Lowtown's South Sprawl and speak to her. She mentions the city streets are the only place they haven't checked up to this point.

Go to Rabanastre's Southern Plaza and speak to the Curious Woman at the fountain. Head to the Muthru Bazaar and speak to the two "Merchants." One of the merchants mentions selling a necklace to an Imperial.

Cross the city to the East End and visit Yugri's Magicks. Speak to the Sotted Imperial near the door and tell him about the woman at the fountain. She isn't there, so go to Lowtown's North Sprawl and find Kytes near Warehouse #5. Locate Filo at the southeast corner of the South Sprawl and ask to see the woman. Return to Yugri's Magicks and speak with the Sotted Imperial again to receive the Grimy Fragment.

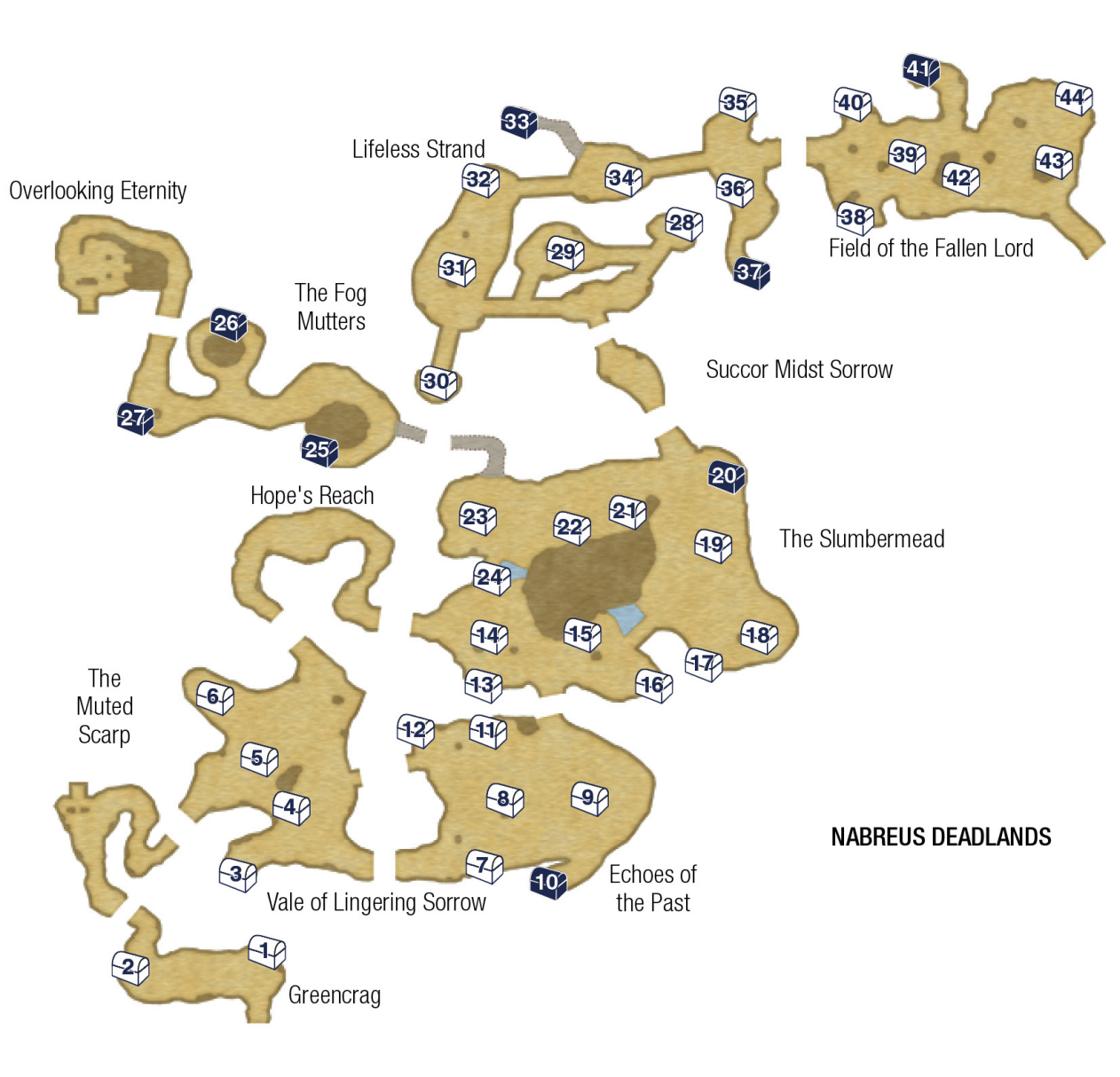
The Moonsilver Medallion



Return all three pieces to Roh'kenmou in Old Dalan's Place within Lowtown's South Sprawl. He instructs Vaan to visit Nabudis later. Travel to Archades and Charlotte's Magickery in Molberry. Speak to Roh'kenmu about the Moonsilver Medallion.

Go into Old Archades and find Otto in the northeast corner of the Alley of Muted Sighs. He turns over the Moonsilver Medallion. Return to Charlotte's Magickery and hand the medallion over to Roh'kenmou.

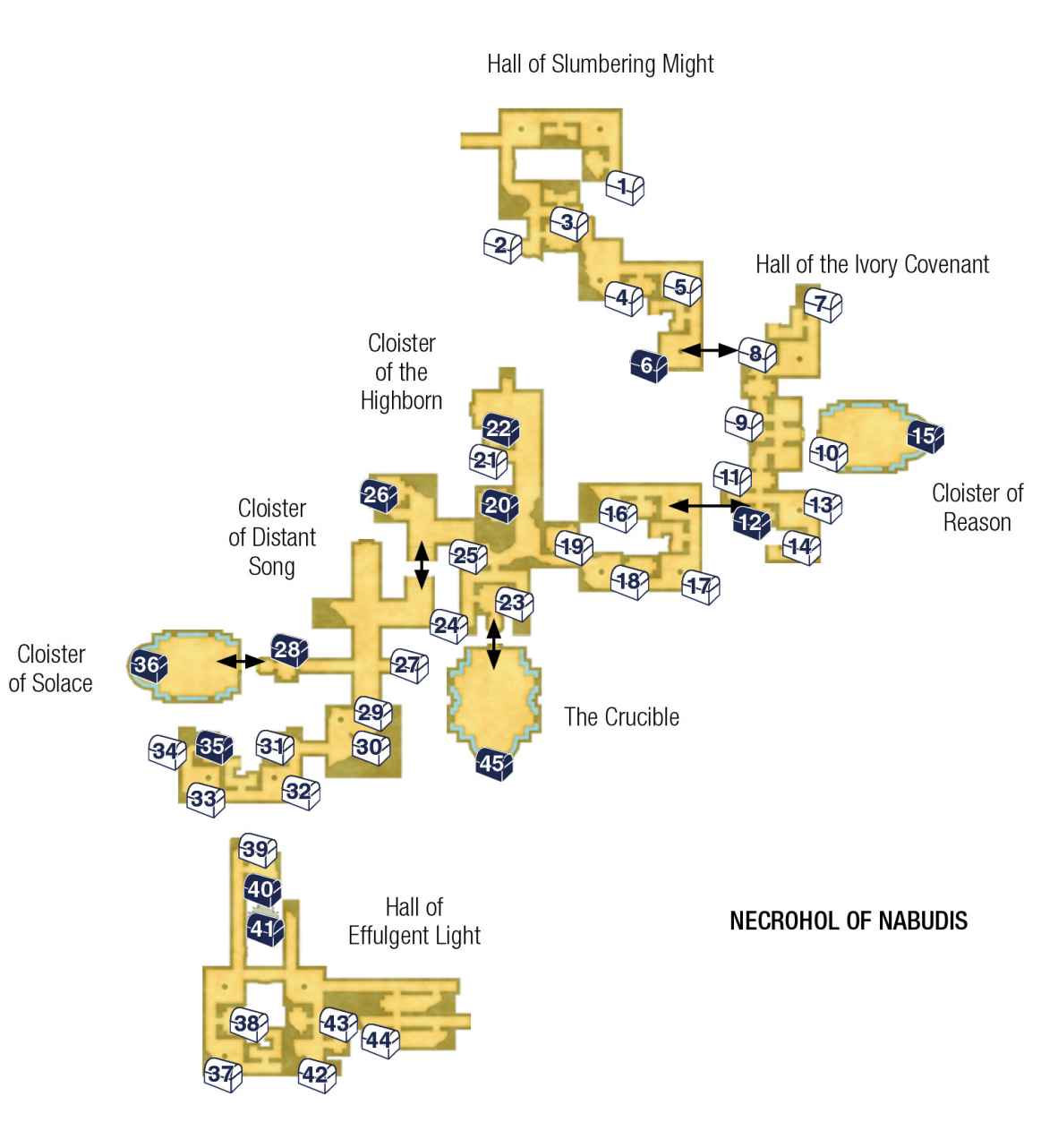
The Medallion of Might



Pop odds		If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
OG #	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	75%	50%	~210	Potion	Gysahl Greens	Knot of Rust	Meteorite (A)
2	75%	50%	~210	Potion	Handkerchief	Knot of Rust	Meteorite (B)
3	75%	40%	~300	Phoenix Down	Lightning Fang	Knot of Rust	Meteorite (A)
4	75%	40%	~300	Hi-Potion	Lightning Fang	Knot of Rust	Meteorite (B)
5	75%	40%	~300	Chronos Tear	Rime Fang	Knot of Rust	Meteorite (A)
6	75%	40%	~300	Nu Khai Sand	Gysahl Greens	Knot of Rust	Meteorite (A)
7	75%	40%	~360	Ether	Handkerchief	Knot of Rust	Meteorite (B)
8	75%	40%	~360	Nu Khai Sand	Phoenix Down	Knot of Rust	Meteorite (A)
9	75%	40%	~360	Ether	Handkerchief	Knot of Rust	Meteorite (A)
10	100%	0%	—	Holy Mote	Holy Mote	Holy Mote	Holy Mote
11	75%	40%	~360	Gysahl Greens	Stun Bombs	Knot of Rust	Meteorite (A)
12	75%	40%	~360	Phoenix Down	Hi-Potion	Knot of Rust	Meteorite (A)
13	75%	40%	~400	Gysahl Greens	Hi-Potion	Knot of Rust	Meteorite (A)
14	75%	40%	~400	Gysahl Greens	Gold Needle	Knot of Rust	Meteorite (A)
15	75%	40%	~400	Chronos Tear	Bacchus's Wine	Knot of Rust	Meteorite (A)
16	75%	40%	~400	Rime Fang	Remedy	Knot of Rust	Meteorite (B)
17	75%	40%	~400	Potion	Gysahl Greens	Knot of Rust	Meteorite (A)
18	75%	40%	~400	Ether	Fiery Arrows	Knot of Rust	Meteorite (A)
19	75%	40%	~400	Ether	Gysahl Greens	Knot of Rust	Meteorite (A)
20	100%	0%	—	Mythril Blade	Mythril Blade	Mythril Blade	Mythril Blade
21	75%	40%	~400	Chronos Tear	Stone Bolts	Knot of Rust	Meteorite (A)
22	75%	40%	~400	Gold Needle	Maduin Gear	Knot of Rust	Meteorite (A)
23	75%	40%	~400	Lightning Fang	Hi-Potion	Knot of Rust	Meteorite (A)
24	75%	40%	~400	Ether	Chronos Tear	Knot of Rust	Meteorite (C)
25	100%	0%	—	Elixir	Elixir	Elixir	Elixir
26	100%	100%	4416	—	—	—	—
27	100%	0%	—	Serum	Serum	Serum	Serum
28	75%	50%	~300	Gysahl Greens	Fuzzy Miter	Knot of Rust	Meteorite (A)
29	75%	40%	~400	Ether	Hi-Potion	Knot of Rust	Meteorite (C)
30	75%	40%	~400	Nu Khai Sand	Hi-Potion	Knot of Rust	Meteorite (A)
31	75%	40%	~400	Phoenix Down	Spirit of Lowtown	Knot of Rust	Meteorite (B)
32	75%	50%	~300	Eye Drops	Bowline Sash	Knot of Rust	Meteorite (A)
33	100%	0%	—	Warp	Warp	Warp	Warp
34	75%	40%	~400	Gysahl Greens	Rime Fang	Knot of Rust	Meteorite (A)
35	75%	40%	~400	Echo Herbs	Gysahl Greens	Knot of Rust	Meteorite (A)
36	75%	40%	~400	Antidote	Aqua Shot	Knot of Rust	Meteorite (A)
37	25%	0%	—	Opal Ring	Opal Ring	Opal Ring	Opal Ring
38	75%	40%	~400	Gysahl Greens	Hi-Potion	Knot of Rust	Meteorite (A)
39	75%	40%	~400	Gysahl Greens	Lightning Fang	Knot of Rust	Meteorite (B)
40	75%	40%	~400	Handkerchief	Hi-Potion	Knot of Rust	Meteorite (A)
41	100%	0%	—	Cross Scale	Cross Scale	Cross Scale	Cross Scale
42	75%	40%	~400	Ether	Barrel Coat	Knot of Rust	Meteorite (A)
43	75%	40%	~400	Gysahl Greens	Hi-Potion	Knot of Rust	Meteorite (A)
44	75%	40%	~400	Nu Khai Sand	Remedy	Knot of Rust	Meteorite (A)

Return to the Muted Scarp in the Nabreus Deadlands and talk to Ma'kleou once more. He mentions the three fell beasts (Humbaba, Fury, and Chaos) and the Medallion of Might, which is in a shrine found at the peak of Overlooking Eternity. Use the secret path just to the right of the northwest corner of the Slumbermead to reach Fog Mutters and Overlooking Eternity. Fight through the undead to reach the shrine and climb the steps to the center. Ma'kleou presents the party with the Medallion of Bravery, Medallion of Love, and the Lusterless Medallion.

The Necrohol of Nabudis



Pop odds		If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
OG #	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	35%	30%	~1000	Knot of Rust	Reflectga Mote	Knot of Rust	Meteorite (B)
2	30%	30%	~1000	Knot of Rust	Doom Mace	Knot of Rust	Meteorite (A)
3	35%	30%	~1000	Knot of Rust	Vanishga Mote	Knot of Rust	Meteorite (B)
4	30%	30%	~1000	Knot of Rust	Power Vest	Knot of Rust	Meteorite (A)
5	35%	30%	~1000	Knot of Rust	Float Mote	Knot of Rust	Meteorite (A)
6	100%	0%	—	Jade Collar	Jade Collar	Jade Collar	Jade Collar
7	30%	30%	~1000	Knot of Rust	Zephyr Pole	Knot of Rust	Meteorite (A)
8	30%	30%	~1000	Knot of Rust	Giant's Helmet	Knot of Rust	Meteorite (C)
9	30%	30%	~1000	Knot of Rust	Orichalcum Dirk	Knot of Rust	Meteorite (A)
10	35%	30%	~1000	Knot of Rust	Bio Mote	Knot of Rust	Meteorite (B)
11	35%	30%	~1000	Knot of Rust	Shock Mote	Knot of Rust	Meteorite (A)
12	100%	0%	—	Faith	Faith	Faith	Faith
13	35%	30%	~1000	Knot of Rust	Balance Mote	Knot of Rust	Meteorite (A)
14	35%	30%	~1000	Knot of Rust	Gravity Mote	Knot of Rust	Meteorite (B)
15	100%	0%	—	Golden Axe	Golden Axe	Golden Axe	Golden Axe
16	30%	30%	~1000	Knot of Rust	Kaiser Shield	Knot of Rust	Meteorite (A)
17	35%	30%	~1000	Knot of Rust	Hastega Mote	Knot of Rust	Meteorite (C)
18	30%	30%	~1000	Knot of Rust	Carabineer Mail	Knot of Rust	Meteorite (A)
19	30%	30%	~1000	Knot of Rust	Jade Gown	Knot of Rust	Meteorite (A)
20	100%	0%	—	Black Robes	Black Robes	Black Robes	Black Robes
21	30%	30%	~1000	Knot of Rust	Hastega Mote	Knot of Rust	Meteorite (B)
22	3%	0%	—	Ensanguined Shield	Ensanguined Shield	Ensanguined Shield	Ensanguined Shield
23	30%	30%	~1000	Knot of Rust	Runeblade	Knot of Rust	Meteorite (A)
24	35%	30%	~1000	Knot of Rust	Scathe Mote	Knot of Rust	Meteorite (B)
25	35%	30%	~1000	Knot of Rust	Bubble Mote	Knot of Rust	Meteorite (A)
26	100%	0%	—	Bravery	Bravery	Bravery	Bravery
27	30%	30%	~1000	Knot of Rust	Yakei	Knot of Rust	Meteorite (A)
28	100%	0%	—	Protectga	Protectga	Protectga	Protectga
29	35%	30%	~1000	Knot of Rust	Holy Mote	Knot of Rust	Meteorite (A)
30	35%	30%	~1000	Knot of Rust	Warp Mote	Knot of Rust	Meteorite (B)
31	30%	30%	~1000	Knot of Rust	Burning Bow	Knot of Rust	Meteorite (A)
32	35%	30%	~1000	Knot of Rust	Aeroga Mote	Knot of Rust	Meteorite (C)
33	30%	30%	~1000	Knot of Rust	Hypnocrown	Knot of Rust	Meteorite (A)
34	35%	30%	~1000	Knot of Rust	Cura Mote	Knot of Rust	Meteorite (B)
35	100%	0%	—	White Mask	White Mask	White Mask	White Mask
36	100%	0%	—	Scathe Mote	Scathe Mote	Scathe Mote	Scathe Mote
37	35%	30%	~1000	Knot of Rust	Aeroga Mote	Knot of Rust	Meteorite (A)
38	30%	30%	~1000	Knot of Rust	Penetrator Crossbow	Knot of Rust	Meteorite (A)
39	35%	30%	~1000	Knot of Rust	Shock Mote	Knot of Rust	Meteorite (B)
40	100%	0%	—	Silencega	Silencega	Silencega	Silencega
41	25%	0%	—	Hermes Sandals	Hermes Sandals	Hermes Sandals	Hermes Sandals
42	35%	30%	~1000	Knot of Rust	Bubble Mote	Knot of Rust	Meteorite (A)
43	30%	30%	~1000	Knot of Rust	Chakra Band	Knot of Rust	Meteorite (A)
44	35%	30%	~1000	Knot of Rust	Bio Mote	Knot of Rust	Meteorite (B)
45	100%	0%	—	Megalixir	Megalixir	Megalixir	Megalixir

Proceed through the Nabreus Deadlands to the Field of the Fallen Lord in the northeast. Enter the Necrohol of Nabudis from this point. There are three chambers within the dungeon that contain bosses. Each chamber can only be unlocked with a particular medallion.

The Medallion of Love & the Door of Loathing

Fight past the beasts within the Necrohol of Nabudis to the Hall of the Ivory Covenant. Use the Medallion of Love on the Door of Loathing in the center of the hall to battle Fury.

FURY

LVL	46	HP	69710	EXP	0	LP	35
STEAL	Bloodwool, Moondust, Aries Gem						

Fury is very fast, so cast Dispel on it immediately and any time it uses Hero's March. Have someone ready to cast Slow and Silence throughout the battle. Halfway through the battle, Fury begins drinking Bacchus's Wine to enter a berserk state. Its attacks become even more furious and it combos frequently. This isn't a problem if the healers are up to the challenge. Otherwise, have a character Dispel the state, but expect Fury to use another Bacchus's Wine very quickly. Expose and Souleater technicks are also very helpful in this fight. A caster can use Souleater repeatedly, but will sustain a significant amount of damage, as long as the party's leader is using Decoy.

The Medallion of Bravery & the Door of Horrors

The next stop is the Cloister of Distant Song on the southwest side of Necrohol of Nabudis. Unlock the Door of Horrors with the Medallion of Bravery to battle the Humbaba Mistant.

HUMBABA MISTANT

LVL	46	HP	314086	EXP	0	LP	35
STEAL	Beastlord Hide, Beastlord Horn, Behemoth Steak						

This creature has powerful melee attacks and begins the battle with Haste and Bravery in effect. Immediately use Dispel to remove its bonuses and cast Protect on the party. Expose helps to lower its defense and Scourge's Sap status also comes in handy. Beware of the boss's ability to Immobilize and Disable the party with its Temblor attack. Use Esuna to remove the statuses; if not, the effected characters are ripe for Humbaba Mistant's sword.

The Medallion of Might & the Door of Despair

After defeating both foes, the party obtains a map of the Necrohol of Nabudis and the Lusterless Medallion transforms into the Medallion of Might. Go to the Cloister of the Highborn in the center of the dungeon and use the Medallion of Might on the Door of Despair to face the esper Chaos.

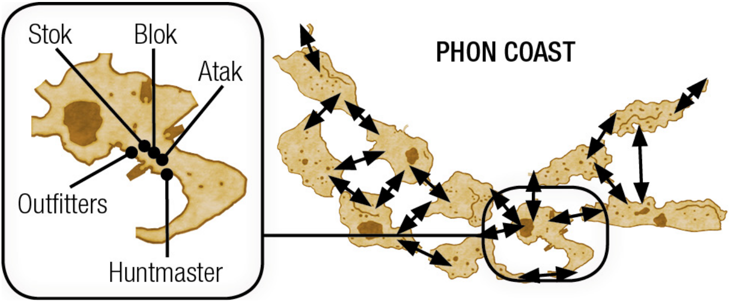
The Hidden Merchant

There's a merchant hiding in a secret room in the northwest corner of the Cloister of the Highborn. Check the southeast corner of the room to find his hiding spot.

Side Events

Side Events Part 5

Hunt Club



When It’s Available

This event is not available until after you complete Archades. However, you can’t complete it until the Strahl becomes available for free travel around the world.

Talk to the Huntmaster at the Phon Coast Hunters’ Camp after finishing up Archades. He offers to let Vaan join the Hunt Club if he can prove himself with one small task. The party must track down a Thalassinon on the Vaddu Strand.

Phon Coast
Hunters' Camp

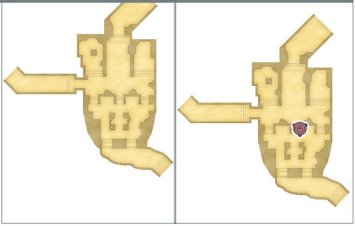
The Vaddu Strand is east of the Hunters' Camp. The only way to spot the prey is to look for it from a high elevation. Go to the east end of the Vaddu Strand and climb the small ledge that overlooks the beach. Remain at the peak until the Thalassinon appears. Defeat it and return the Shelled Trophy to the Huntmaster.

The Huntmaster orders Vaan to speak to one of the three brothers (formerly Shady Bangaas). Agree to hunt before speaking to the Huntmaster again.

The objective of this event is to find 30 rare monsters located around the world and defeat them. Vaan can then trade their trophies to Atak, Stok, and Blok to unlock items in the Shifty-Eyed Merchant's store. The following section lists the monsters and their locations.

Abelisk

ABELISK **LV 49~50**

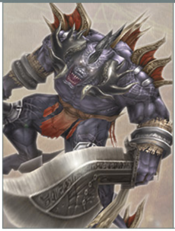


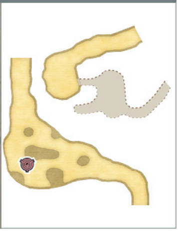
HP 104744~105424
DERIVATION Archaeosaur
RARITY ★★★★★
LOCATION Ridorana Cataract/Echoes from Time's Garden
CONDITION There's a 30% chance that it will materialize in the Echoes from Time's Garden area of the Ridorana Cataract.
STEAL Eight-fluted Pole
DROP Reptilian Trophy

Alteci

ALTECI **LV 41~42**

HP 52281~52701
DERIVATION Behemoth
RARITY ★★★☆☆
LOCATION Zertinan Caverns/The Undershore
CONDITION Defeat at least 12 Mallicants in a row within The Undershore, then step out and reenter the area to trigger Alteci's appearance.
STEAL Behemoth Steak
DROP Fell Trophy

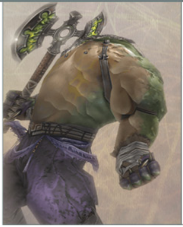


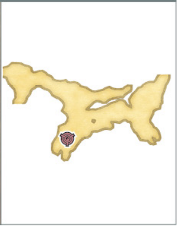


Ancbolder

ANCBOLDER LV 29~30

HP 14022~14142
DERIVATION Striker
RARITY ★★☆☆☆
LOCATION Paramina Rift/Karydine Glacier
CONDITION Defeat all 12 enemies in the Karydine Glacier sector of Paramina Rift to force Ancbolder and Anchag, a trophy-less rare creature, to appear.
STEAL Forbidden Flesh
DROP Mind Trophy

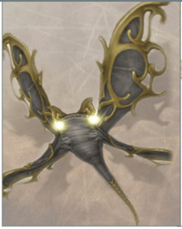


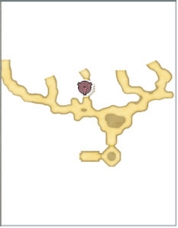


Anubys

ANUBYS LV 38~39

HP 19194~19314
DERIVATION Abysteel
RARITY ★☆☆☆☆
LOCATION Sochen Cave Palace
CONDITION It appears in the Mirror of the Soul secret room within the Sochen Cave Palace. To open the door to the room, walk the clockwise spiral through Destiny's March, Falls of Time, and Mirror of the Soul starting at the east entrance into the Falls of Time from Destiny's March.
STEAL Vampyr Fang
DROP Ensanguined Trophy





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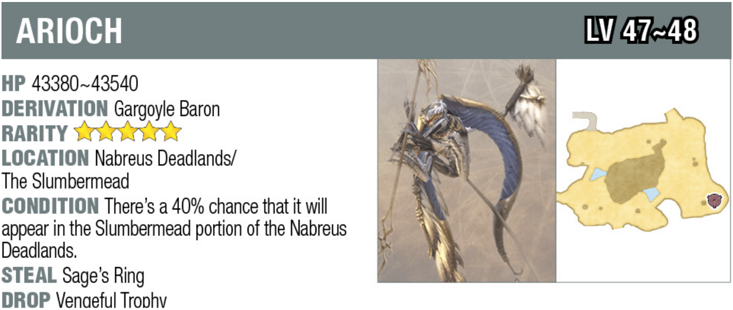
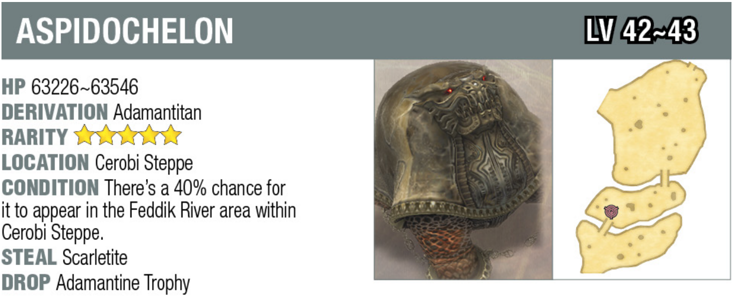


ARIOCH

LV 47~48

HP 43380~43540
DERIVATION Gargoyle Baron
RARITY ★★★★★
LOCATION Nabreus Deadlands/ The Slumbermead
CONDITION There's a 40% chance that it will appear in the Slumbermead portion of the Nabreus Deadlands.
STEAL Sage's Ring
DROP Vengeful Trophy

Aspidochelon

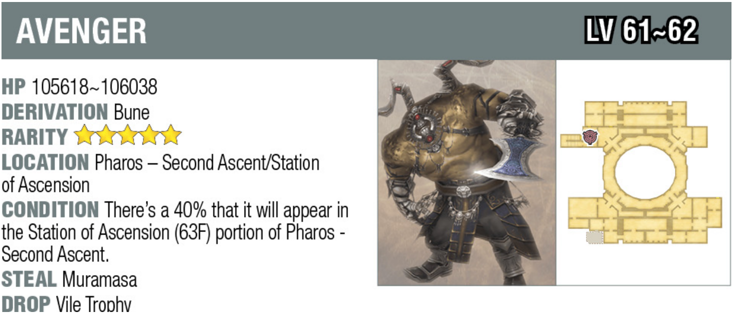


ASPIDOCHELON

LV 42~43

HP 63226~63546
DERIVATION Adamantitan
RARITY ★★★★★
LOCATION Cerobi Steppe
CONDITION There's a 40% chance for it to appear in the Feddik River area within Cerobi Steppe.
STEAL Scarletite
DROP Adamantine Trophy

Avenger



AVENGER

LV 61~62

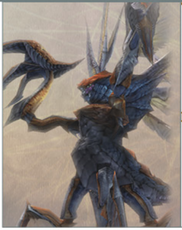
HP 105618~106038
DERIVATION Bune
RARITY ★★★★★
LOCATION Pharos – Second Ascent/Station of Ascension
CONDITION There's a 40% that it will appear in the Station of Ascension (63F) portion of Pharos - Second Ascent.
STEAL Muramasa
DROP Vile Trophy

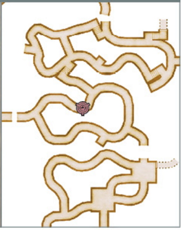
Biding Mantis

BIDING MANTIS

Lv 47~48

HP 68170-68280
DERIVATION Mantis
RARITY ★★★★
LOCATION Golmore Jungle /The Needlebrake
CONDITION Biding Mantis randomly spawns in the southwest portion of The Needlebrake when the in-game clock's minutes are between 30 and 60.
STEAL Tattered Garment
DROP Scythe Trophy



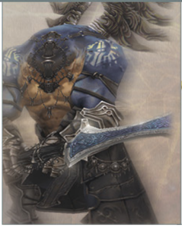


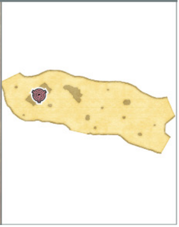
BLUESANG

BLUESANG

LV 42~43

HP 30395~30815
DERIVATION Dullahan
RARITY ★★★★★
LOCATION Cerobi Steppe/Crossfield
CONDITION There's a 40% chance that it will appear in the Crossfield section of Cerobi Steppe.
STEAL Damascus Steel
DROP Cruel Trophy



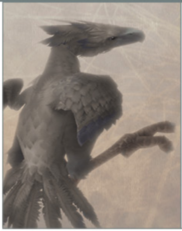


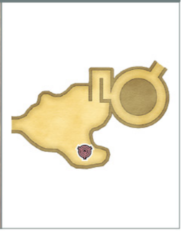
Bull Chocobo

BULL CHOCOBO

LV 47~48

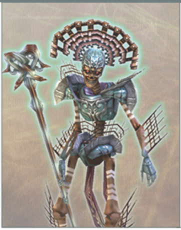
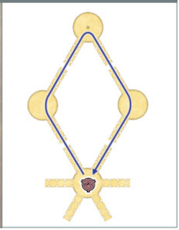
HP 43263~43383
DERIVATION Chocobo
RARITY ★★★★★
LOCATION Ogir-Yensa Sandsea/South Tank Approach
CONDITION There's a 40% chance for it to appear in the South Tank Approach section of the Ogir-Yensa Sandsea.
STEAL Hi-Ether
DROP Beaked Trophy





Crystal Knight

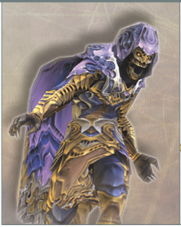
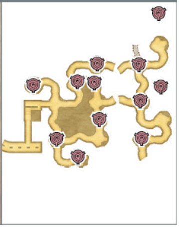
CRYSTAL KNIGHT LV 61~62

HP 101390~101570
DERIVATION Crusader
RARITY ★☆☆☆☆
LOCATION The Great Crystal/A Vikaari Kanbhru Ra
CONDITION Begin at Way Stone XX and run a clockwise loop to the Sagittarius switch and back to Way Stone XX (three zones total). The Crystal Knight should be standing near the Way Stone.
STEAL Glimmering Robes
DROP Skull Trophy

Disma

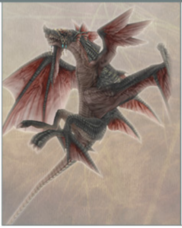
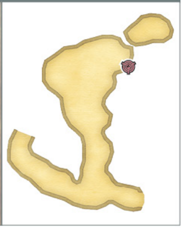
DISMA LV 59~60

HP 99286~99466
DERIVATION Zombie Warlock
RARITY ★★★★★
LOCATION Lhusu Mines/Site 5 & Site 6 South
CONDITION There's a chance that it will appear in one of the marked spots in either Site 5 or Site 6 South. Explore both areas fully.
STEAL Mirage Vest
DROP Accursed Trophy

Dheed

DHEED LV 49~50

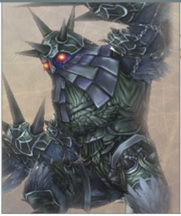



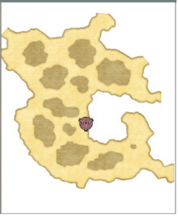
HP 77420~78100
DERIVATION Wyvern
RARITY ★★★★★
LOCATION Mosphoran Highwaste/Skyreach Ridge
CONDITION There's a 40% chance that it will appear in the Skyreach Ridge area of the Mosphoran Highwaste. Solve the Floatweed puzzle described in the "Exodus" quest to reach the peak.
STEAL Mirage Vest
DROP Leathern Trophy

Dreadguard

DREADGUARD

LV 46~47



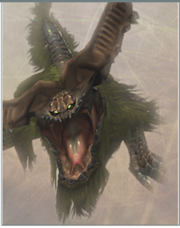


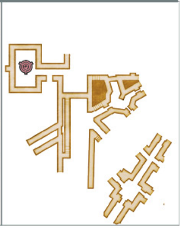
HP 35074~35394
DERIVATION Mirrorknight
RARITY ★★★★★
LOCATION The Feywood/Walk of Dancing Shadow
CONDITION There's a chance for it to appear in the Walk of Dancing Shadow section of the Feywood.
STEAL Mirror Scale
DROP Feathered Trophy

Gavial

GAVIAL

LV 46~47



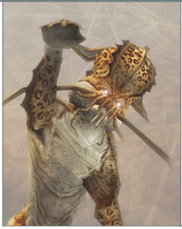


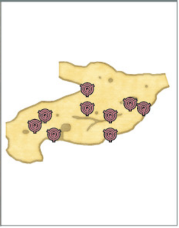
HP 80511~80871
DERIVATION Baritine Croc
RARITY ★★★★☆
LOCATION Garamsythe Waterway/No. 10 Channel
CONDITION Appears in the lower section of the No. 10 Channel in the Garamsythe Waterway. Close the No.10 sluice gate, then explore the large room at the west end of the lower section. Gavial appears behind the party at the east end.
STEAL Antarctic Wind
DROP Fur-scaled Trophy

GRIMALKIN

GRIMALKIN

LV 38~39



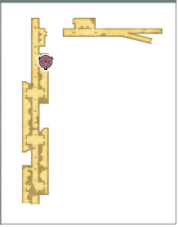


HP 23101~23421
DERIVATION Coeurl
RARITY ★★★★★
LOCATION Tchita Uplands/Uazcuff Hills
CONDITION There is a 10% chance per Coeurl for Grimalkin to spawn.
STEAL Coeurl Whisker
DROP Whiskered Trophy

Ishteen

ISHTEEN

LV 43~44



HP 34042~34222

DERIVATION Reaper

RARITY ★★★★★

LOCATION Barheim Passage/The Zeviah Span & East-West Bypass

CONDITION The odds of Ishteen appearing increase by 2% every 10 seconds that the party spends in the East-West Bypass and Zeviah Span areas within the Barheim Passage. The spawn rate reaches 100% after 8 1/2 minutes.

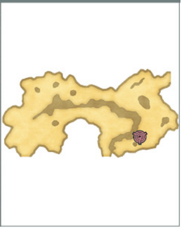
STEAL Soul of Thamasa

DROP Bony Trophy

Kaiser Wolf

KAISER WOLF

LV 41~42



HP 19455~19775

DERIVATION Silver Lobo

RARITY ★★★☆☆

LOCATION Dalmasca Westersand/Corridor of Sand

CONDITION There's a 40% chance for it to appear in the eastern part of the Corridor of Sand area in the Dalmasca Westersand. However, it only appears after the party defeats the Lindbur Wolf (another rare creature) found in the small valley on the east end of Shimmering Horizons.

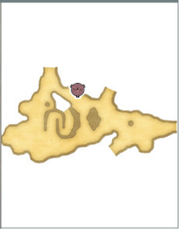
STEAL Throat Wolf Blood

DROP Fanged Trophy

Killbug

KILLBUG

LV 44~45



HP 28976~29216

DERIVATION Mimic

RARITY ★★★★☆

LOCATION Ozmone Plain/The Switchback

CONDITION Found on the north edge between exit points near the entrance to Zertinan Caverns. Killbug spawns when the playtime clock has its minute hand between 10 and 39 minutes. The playtime clock is located in the lower right corner of the main menu.

STEAL Knot of Rust

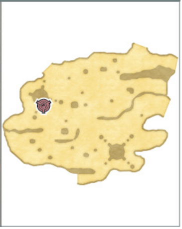
DROP Metallic Trophy

Kris

KRIS

LV 38~39

HP 47515~47755
DERIVATION Malboro
RARITY ★★★★★
LOCATION Tchita Uplands/The Highlands
CONDITION There's a 40% chance for it to appear in Tchita Uplands, The Highlands.
STEAL Putrid Liquid
DROP Odiferous Trophy

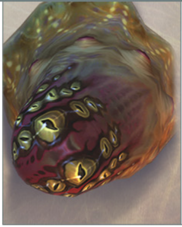


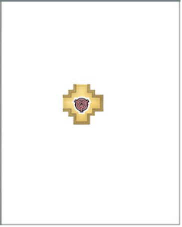
Melt

MELT

LV 48~49

HP 61481~61711
DERIVATION Hecteyes
RARITY ★★★★★
LOCATION Henne Mines/Pithead Junction B
CONDITION There's a 50% chance that it will appear in Pithead Junction B within the Henne Mines after you activate the switch inside the room.
STEAL Hastega Mote
DROP Slimy Trophy



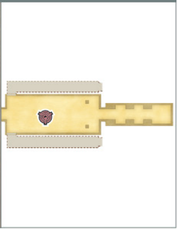


Myath

MYATH

LV 42~43

HP 51065~51745
DERIVATION Dragon Lich
RARITY ★☆☆☆☆
LOCATION Stilshrine of Miriam/Ward of Velitation
CONDITION Eliminate the three Dragon Aevis foes guarding the Ward of Velitation. Exit the room and reenter it to find Myath.
STEAL Leo Gem
DROP Eternal Trophy

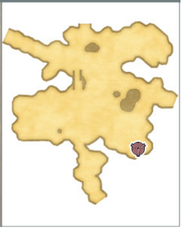


Nazarnir

NAZARNIR

LV 45~46

HP 39652~39972
DERIVATION Sleipnir
RARITY ★★★★★
LOCATION Giza Plains/Starfall Field
CONDITION There is a 40% chance per Sleipnir for Nazarnir to spawn.
STEAL Destrier Mane
DROP Maned Trophy

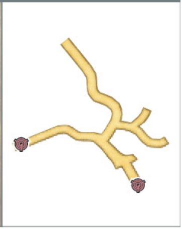


Rageclaw

RAGECLAW

LV 36~37

HP 39586~39696
DERIVATION Scythe Mantis
RARITY ★★★☆☆
LOCATION Salikawood/Piebald Path
CONDITION Wait on Piebald Path in the Salikawood for at least one minute without killing anything. This forces Rageclaw to appear from the west or south exit of that area. In essence, it will appear from the exit opposite of where the player entered Piebald Path.
STEAL Sickle-Blade
DROP Sickle Trophy

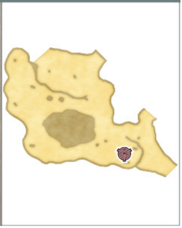


Skullash

SKULLASH

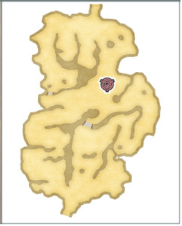
LV 37~38

HP 51065~51745
DERIVATION Cataract Aevis
RARITY ★★★★★
LOCATION Phon Coast/Cape Tialan
CONDITION Appears randomly among the Pyrolisks (40% chance).
STEAL Charger Barding
DROP Clawed Trophy



Terror Tyrant

TERROR TYRANT LV 50~51



HP 125704~126384

DERIVATION Wild Saurian

RARITY ★★★★★

LOCATION Dalmasca Estersand/Broken Sands

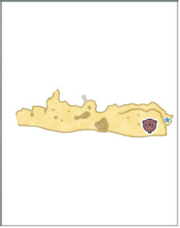
CONDITION There is a 40% chance per Wild Saurian for Terror Tyrant to spawn in Dalmasca Estersand's Broken Sands area after you eliminate the Wild Saurian in the Yoma section.

STEAL Scathe Mote

DROP Hide-covered Trophy

Thalassinon

THALASSINON LV 38~39



HP 59868~60188

DERIVATION Emeralditan

RARITY ★★★★☆

LOCATION Phon Coast

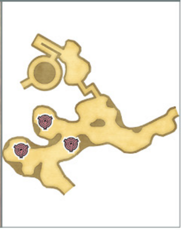
CONDITION Wait at the highest point on the eastern ledge within the Vaddu Strand until the enemy appears on the beach below.

STEAL Adamantite

DROP Shelled Trophy

Victanir

VICTANIR LV 46~47



HP 55114~55434

DERIVATION Shadonir

RARITY ★★★★★

LOCATION Nam-Yensa Sandsea/Yellow Sands

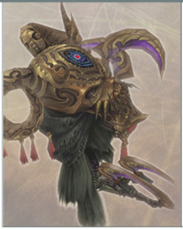
CONDITION There's a 40% chance that it will appear in the Yellow Sands portion of Nam-Yensa Sandsea.

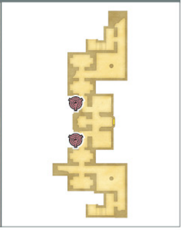
STEAL Wargod's Band

DROP Maverick Trophy

Vorres

VORRES LV 49~50





HP 63758~63938

DERIVATION Gazer

RARITY ★★★★★

LOCATION Necrohol of Nabudis/Hall of the Ivory Covenant

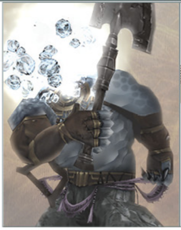
CONDITION Find a Dark Elemental in the Hall of the Ivory Covenant within the Necrohol of Nabudis. Lead the elemental from the hallway north of the Cloister of Reason to the hallway on the south side without defeating it. Vorres appears when the elemental reaches the correct spot. Dark Elementals are rare, so be patient and keep reentering the area until one appears.

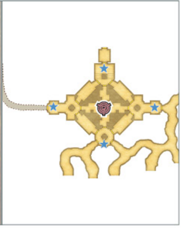
STEAL Soul Powder

DROP Gravesoil Trophy

WENDICE

WENDICE LV 38~39





HP 29988~30408

DERIVATION Wendigo

RARITY ★★★☆☆

LOCATION Sochen Cave Palace/Destiny's March

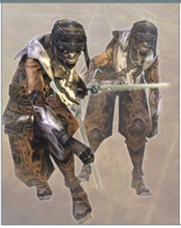
CONDITION Defeat all of the creatures in the four small rooms that are directly connected to the central hall of Destiny's March. This forces Wendice to appear in the center.

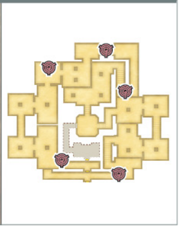
STEAL Gemini Gem

DROP Frigid Trophy

Zombie Lord

ZOMBIE LORD LV 38~39





HP 21593~21599

DERIVATION Forbidden

RARITY ★★★★☆

LOCATION Tomb of Raithwall/Northfall Passage

CONDITION This creature appears in one of the spots in the Northfall Passage section of the Tomb of Raithwall. The Zombie Lord spawns when the playtime clock has its minute hand between 00 and 29 minutes. The playtime clock is located in the lower right corner of the main menu.

STEAL Close Helmet

DROP Soulless Trophy

80 rare monsters!?

There are indeed 80 rare monsters scattered around the world in FINAL FANTASY XII The Zodiac Age. However, only 30 of those rare monsters pertain to this event. The Bestiary lists the locations for the other 50 rare game foes. Normal rare monsters can reappear. The 30 rare monsters that appear during this event only appear while the event is in progress and never reappear once you claim their trophy.

Atak, Blok, & Stok

When you collect trophies, take them back to the Phon Coast and turn them over to Atak, Blok, or Stok. Upon doing so, the bangaas add items to the Shifty-Eyed Man's store. There are only 30 trophies in the game, so it will be very difficult to claim all of the potential rewards from this event. Refer to the lists below to determine which bangaa you should surrender the trophies to ahead of time.

Atak, Weapon Procurer

Trophies Given	Weapon	Cost
1	Kiku-ichimonji	9450
5	Holy Lance	13050
10	Ame-no-Murakumo	13500
15	Stoneblade	29250
20	Orochi	49500
25	Ultima Blade	75000
30	Masamune	700000

Blok, Protectives Procurer

Trophies Given	Armor	Cost
1	Platinum Armor	8370
5	Minerva Bustier	11160
10	White Mask	21750
15	Aegis Shield	57600
20	Dueling Mask	117000
25	Grand Helm	123750
30	Grand Armor	162000

Stok, Sundries Procurer

Trophies Given	Armor	Cost
1	Thief's Cuffs	3600
5	Ruby Ring	10200
10	Opal Ring	19200
15	Golden Amulet	5400
20	Cat-ear Hood	36000
25	Bubble Belt	47520
30	Nihopalaoa	360000

Possible Rewards

Trophies to Atok	To Blok	To Stok	Item	Cost
12	5	5	Artemis Bow & Artemis Arrows	61600
5	12	5	Black Mask	18600
10	5	0	Eight-fluted Pole	70200
5	5	15	Genji Gloves	447000
1	1	25	Indigo Pendant	60000
1	25	1	Lordly Robes	132000
5	10	5	Maximillian	20400
25	1	1	Tula & Grand Bolts	104000
5	5	12	Turtleshell Choker	11160
10	10	10	Zodiac Spear & Zodiac Escutcheon	999999

You'll have to make some tough choices, despite the great spoils available here. If you go for a three-way tie, you won't open access to any items that require procurers to get more than 10 trophies. And if you go for a single procurer winning with 16+ trophies, you'll have to find some other place to get items from the Staff of the Magi, Ensanguined Shield, and Sage's Ring group. What's best here depends entirely on how you've constructed your battle party. You've got a chance to get Tula, the best crossbow, for a Time Battlemage, or the Zodiac Spear for an Uhlan. Meanwhile, Staff of the Magi and Sage's Ring make Black Mages salivate, and Ribbon is, as ever in Final Fantasy canon, fantastic for anyone.

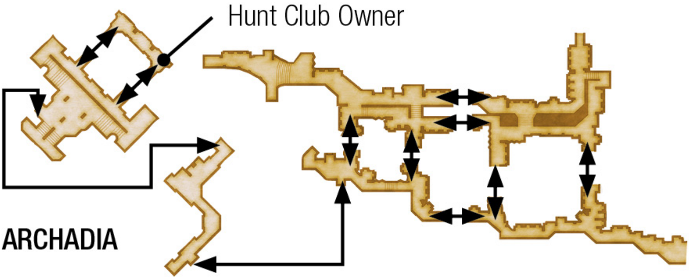
Drum Roll, Please!

Vaan is helping Atak, Blok, or Stok win the competition by gaining the most trophies. Speak to the Huntmaster after you collect and turn in all 30 trophies. There is a short awards ceremony for the big winner and Vaan receives a final gift, too. Refer to the table here to see what you can get by choosing a path with your trophies.

30 Trophy Ceremony Perks		
Winning Procurer	Trophy Split	Reward
3-Way Tie	10/10/10	Staff of the Magi, Ensanguined Shield, Sage's Ring
Atak-Blok Tie	15/15	Staff of the Magi, Ensanguined Shield
Atak-Stok Tie	15/15	Staff of the Magi, Sage's Ring
Blok-Stok Tie	15/15	Ensanguined Shield, Sage's Ring
Atak	16+	Zodiac Spear
Blok	16+	Zodiac Escutcheon
Stok	16+	Ribbon

Hunt Club Owner

Only the most elite Archadians ever see the Highgarden Terrace. One of those citizens is the Hunt Club Owner, who takes a special interest in the party's exploits. Visit him from time to time to collect additional rewards for finding the 30 rare monsters.



Exclusive Access

Highgarden Terrace and the Grand Arcade are only accessible after the party has earned a Sandalwood Chop by completing the Archades Information Exchange event.

Trophies	Reward
5	Aries Gem & Libra Gem
10	Taurus Gem & Scorpio Gem
15	Gemini Gem & Sagittarius Gem
20	Cancer Gem & Capricorn Gem
25	Leo Gem & Aquarius Gem
30	Virgo Gem & Pisces Gem

The Great Cockatrice Escape

When it's available

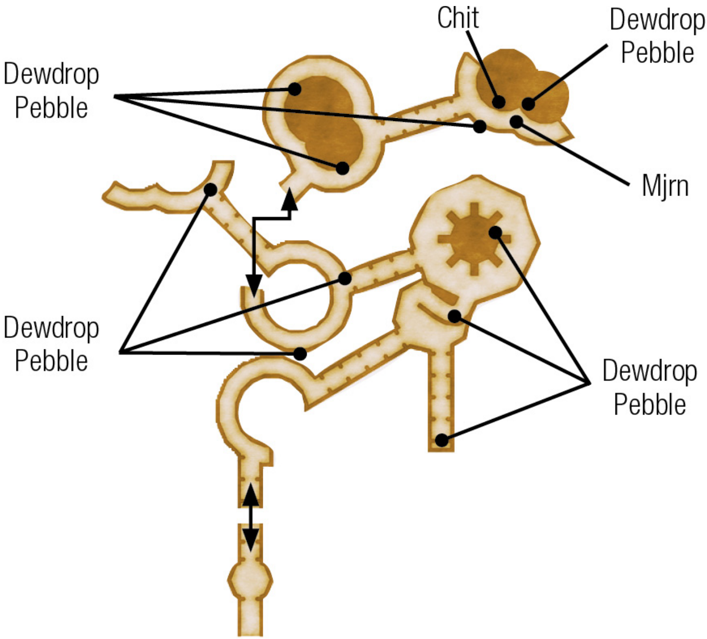
This event is available after finishing the "Little Love on the Big Plains" clan hunt. It can be completed after visiting the Draklor Laboratory.

Visit the Nomad Village in Giza Plains during The Dry to learn that the cockatrices have all disappeared. Speak to the boy Terra within the pen to learn about a special feather that allows one to communicate with the mystic birds.

The Feather of the Flock is inside an urn within the Tracks of the Beast area, which is only accessible during The Rains. Check out the Paradise Risen hunt to learn more about accessing this area. You can't track down the cockatrices until you acquire the feather.

Chit (Eruyt Village/Fane of the Path)

Speak to Chit and then Mjrn, who is standing next to her. Check the ground next to them to find a Sparkling Light, then examine it to find a Dewdrop Pebble. Offer the Dewdrop Pebble to Mjrn, who asks the party to return more of the pebbles. There are eight more to find:

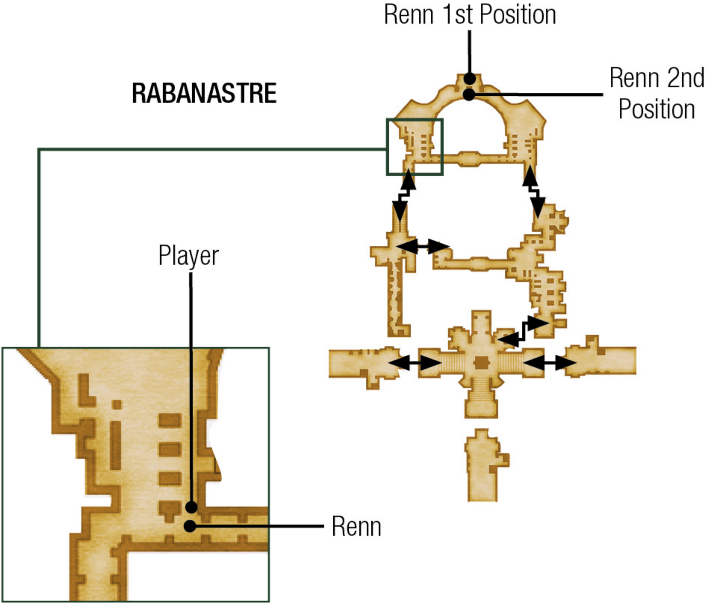


Return the pebbles to Mjrn and speak to Chit again. Pick up the object that falls out of Chit's wing and lands on the ledge.

Present the new pebble to Mjrn. Chit leaves for Giza and presents the party with a Yoichi Bow.

Renn (Rabanastre/North End)

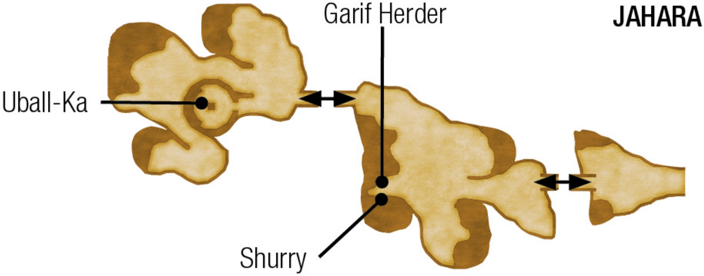
Look for this cockatrice in an alcove at the top of North End. After speaking to the cockatrice, it flees the alcove and begins walking a long loop around North End. It runs away any time you attempt to run toward it and just plain walking is too slow. Staying in one spot doesn't work either, since the bird runs away if it spots anyone.



Use the entrances around the shops to sneak up on the cockatrice. Get ahead of it and stand behind the pillars by a shop's door, then slowly walk out to the cockatrice's side as it passes and engage it in conversation. Select "Erm... no?" Renn is willing to go home if Chit is already there and presents the party with a Deathbringer. If not, he returns to the top of North End to await word of Chit's arrival in Giza Plains.

Shurry (Jahara/Lull of the Land)

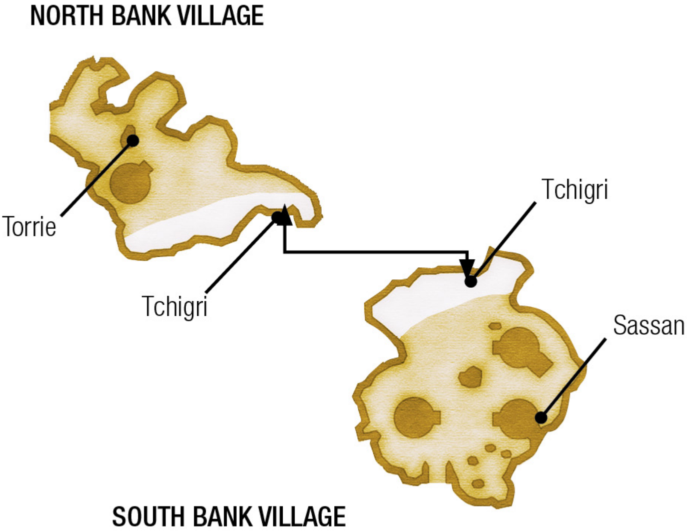
Shurry is found on the west side of Lull of the Land. Speak to the Garif Herder next to her and then to Shurry. Speak to the Garif Herder again and tell him that the cockatrice comes from Giza Plains. The Garif Herder then instructs the party to speak to the Great-chief.



Enter The Elderknoll and tell Great-chief Uball-Ka about the visitor. He presents the party with the Gift of the Great-chief. Return the gift to Shurry and speak to the Garif Herder once more. The Garif Herder then presents the party with a Platinum Dagger.

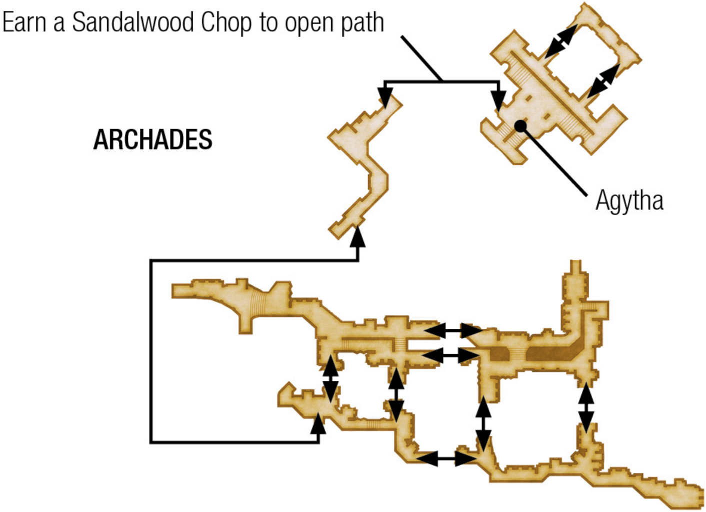
Sassan (Dalmasca Estersand/South Bank Village)

Sassan wants to see Torrie in North Bank Village, but won't go near Nathyl, the wolf. Speak to Tchigri about crossing the river to learn more. Select Nathyl when Tchigri asks about taking someone along. Return to South Bank Village and select "no one" when asked. Speak to Tchigri again and choose to cross the river with Arryl. Return to South Bank Village once more while taking "no one" back. Talk to Tchigri one last time and select "Sassan" when crossing the river. Follow Sassan into North Bank Village and speak to him again. He returns to Giza and the party earns a Koga Blade.



Agytha (Archades/Grand Arcade)

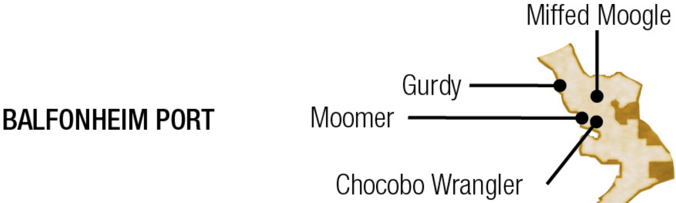
First, the party must gain access to the Grand Arcade, which requires a Sandalwood Chop. To obtain this item, the party must match stories in Archades, then trade Pine Chops for a Sandalwood Chop (see the "Archades Information Exchange").

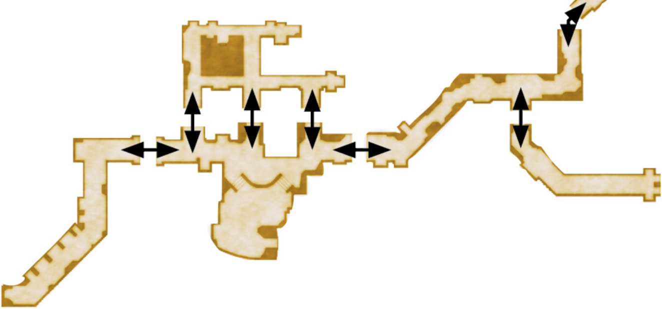


Upon entering the Grand Arcade, the party finds the cockatrice Agytha who is looking for a mate. The mate is in the northeast corner of the Alley of Low Whispers in Old Archades. Tell Agytha about the cockatrice and she leaves immediately, giving the party a Tumulus and eventually returning to Giza.

Moomer (Balfonheim Port/Sea Breeze Lane)

Speak to the Chocobo Wrangler sitting by the pen and show her the Feather of the Flock. Talk to the Miffed Moogle when it approaches the fence, then go to Gurdy after speaking to the Miffed Moogle. The party receives a Defender and Moomer returns to Giza.





Terra's Reward

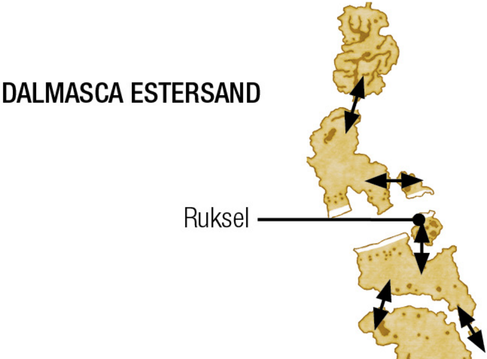
Return to the Nomad Village in Giza Plains during The Dry and talk to Terra to obtain a final reward of two Hi-Ethers. You can also speak to the cockatrices once more to hear how their adventures turned out.

Fishing Nebra River

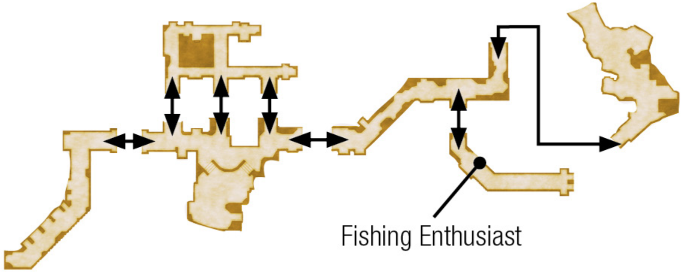
When It's Available

This event begins after the party visits Draklor Laboratory.

Talk to Ruksel on the west dock in South Bank Village in Dalmasca Estersand. He mentions that he wants to fish, but he doesn't have a rod. Travel to Balfonheim Port and seek out the Fishing Enthusiast in the Chivany Breakwater section. Speak to her twice and ask about her fishing rod. Run to the aerodrome's entrance and then back to where the Fishing Enthusiast was sitting without leaving the area. Check the wall to find the Muramata fishing rod, then return to Ruksel and present the rod to him.



BALFONHEIM PORT



Ruksel is all set to go fishing, but he needs Vaan's help. Vaan must quietly signal to Ruksel the kind of fish that has been hooked so it can be reeled in. A line of four to eight buttons appears on-screen moving from left to right, right to left, top to bottom, or bottom to top. Quickly enter the commands before they reach the opposite side of the screen. Press the buttons in order to capture a fish. Miss a button, or take too long entering the commands, and the fish escapes.

The goal is to catch all six fish in one outing to collect a bonus prize. Downstream is the only fishing spot available at the start, but there are actually five fishing spots in all. Unlock the second location, Midstream, by getting five perfects at Downstream. Unlock the third location, Upstream, by scoring five more perfects at Midstream. The other two locations require some detective work.

Downstream

GOAL:	**Clear section five times in a row to unlock Midstream.**

Downstream is a nice starting area. The commands always appear on the left or right side, so there's plenty of time to enter them as they skip across the screen. Catch all six fish in one outing to earn one of the prizes. Do it five times in a row to unlock Midstream.

Potential Commands

Command	Fish
△ ✕	Common Fish
○ ✚ ✕ □	Common Fish
○ ✕ □	Common Fish
△ ✕ □ ✚	Common Fish

□ △ ✕ ○	Common Fish
↓ ✕ ○ □	Common Fish
✕ ○ ↑ △	Common Fish

Command Movement	
Direction	Probability
←/→	100%
↑/↓	0%

Perfect Fishing Rewards	
Reward	Probability
100 gil	34%
Hi-Potion	33%
Water Stone	33%

Midstream

GOAL:	**Clear section five times in a row with a perfect score to unlock Upstream.**

The fishing gets a little tougher here, as commands begin to appear at the top or bottom of the screen, moving up or down. The commands also get a little longer, plus the shoulder buttons are added into the mix. Clear this section five times with a perfect score to open Upstream.

Potential Commands	
Command	Fish
△ L1 → □	Common Fish
R2 □ ✕ L1	Common Fish
L2 ↓ R1 ○	Common Fish
L1 ↓ ○ □	Common Fish
✕ ○ R2 ↑	Common Fish
✕ △ ○ ↓ □	Delicious Fish
△ ○ ↓ ↑ ✕	Delicious Fish

Command Movement	
Direction	Probability
C/D	40%
A/B	60%

Perfect Fishing Rewards	
Reward	Probability
Fish Scale	34%
100 gil	33%
Water Stone	33%

Upstream

Upstream tests your reflexes and controller knowledge. The commands are all at least four buttons long and a bit trickier. You can't unlock the next area until the party hunts down the Matamune rod and catches the Cactoid Compact. You can only catch the Cactoid Compact once. The reward table changes slightly at that point, adding the Cactoid Compact's extra 10% to the Turtle Shell's drop rate.

Potential Commands	
Command	Fish
L1 ↓ ○ □	Common Fish
✕ ○ R2 ↑	Common Fish
✕ △ ○ ↓ □	Delicious Fish
△ ○ ↓ ↑ ✕	Delicious Fish
→ ← ✕ □ ↓	Delicious Fish
△ ↓ ← ✕ ○	Delicious Fish
← R1 △ ✕ ○	Delicious Fish
↑ R1 △ ← ○	Delicious Fish
R2 R1 △ L2 ○	Delicious Fish

Command Movement	
Direction	Probability
C/D	40%
A/B	60%

Perfect Fishing Rewards

Reward	Probability
Fish Scale	30%
Turtle Shell	30%
Frogspawn	30%
Cactoid Compact	10%*

**Requires Matamune; can only be caught once; 10% is added to Turtle Shell once Cactoid Compact is caught.*

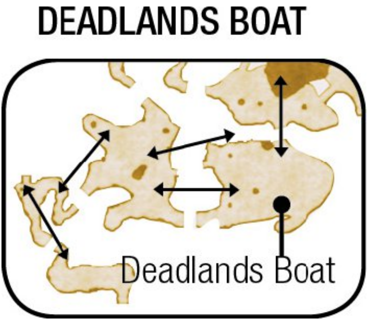
Matamune Hunt

The Matamune is a legendary cursed fishing rod and finding it isn't easy. To do so, you must first defeat Gilgamesh in the Battle on the Big Bridge clan hunt, then solve several puzzles and track down clues all over the world. While fishing in the first three areas, the party will occasionally catch an Empty Bottle instead of a fish. When Ruksel hands the bottle over, it may turn out to be one of five special colored bottles. Each of the colored bottles has a note inside that you can view in the Key Items menu. The notes are actually cryptic clues that lead to rewards and additional clues.

1. Blue Bottle

CLUE:	**Truth lies just beyond falsehood. CDZCKZMCRANZS**

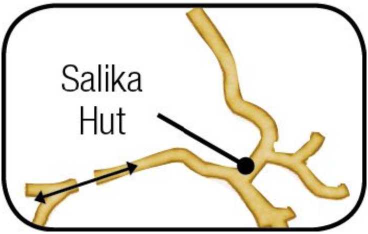
The clue suggests that the real answer is one step beyond the fake. Replace each letter with the following letter in the alphabet (A>B, B>C, etc). The answer is: DEADLANDS BOAT. The boat is located in the southeast corner of the Echoes of the Past section of Nabreus Deadlands. Look for a faint glow in the water. Hold the Blue Bottle near the glow to obtain an X-Potion and a Wanly Limned Message with "River...unde...o" written on it.



2. Green Bottle

CLUE:	**Skip on stones to far bank's shore, by skipping stones return once more. SSADLNIAKLADHAUETDNREA**

This puzzle suggests skipping across the clue and then coming back. Start at the left end and read every other letter, then start at the right and read the remaining letters. The answer is: SALIKA HUT NEAR DEADLANDS. The hut is in the center of the Piebald Path in The Salikawood. Check the entrance to locate a faint glow. Hold the Green Bottle near the glow to find a Hastega Mote and a Green-hued Message with "Forest...rgro...w" written on it.

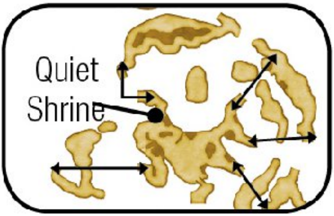


3. Red Bottle

CLUE: **Foothills rise in mountains' shadow. nhliQsTUrEe**

Go to Mosphoran Highwaste's Babbling Vale and search the northwest corner for a Quiet Shrine. Hold the Red Bottle to the Quiet Shrine to receive a Holy Mote and a Vermillion Message. The message reads, "Fire…undb…h."

MOSPHORAN HIGHWASTE



Quick Work

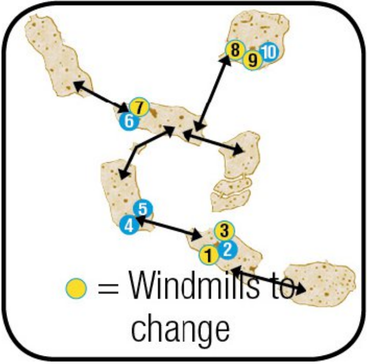
If you haven't touched the windmills at this point in the game, you can save some time by heading straight to windmills 2, 3, 5, and 8. To solve the puzzle, stop 3 and 8 and start 2 and 5.

4. Yellow Bottle

CLUE: **Dragons stir among the eaters of the wind. 1 2 – – 5 – 7 – 9 –**

This is one of the tougher puzzles, since it doesn't provide any info about the location. Note there are 10 numbers, though, which matches the 10 windmills in Cerobi Steppe that are numbered one through ten. 1, 2, and 3 are at North Liavell Hills. 4 and 5 are at The Terraced Bank, while 6 and 7 are in Crossfield. Finally, 8, 9, and 10 are lined up in The Northsward. Turn on (or leave on) windmills 1, 2, 5, 7, and 9 and turn off (or leave off) windmills 3, 4, 6, 8, and 10. The party receives an Auric Message when all of the windmills are adjusted properly. The message reads, "Ash…ridge…e."

DEADLANDS BOAT



Wyrm Philosopher

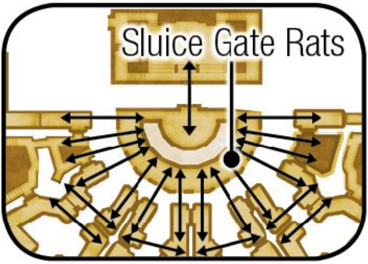
The party may encounter the Wyrm Philosopher at windmill 10, who is seeking the Vyraal Wyrm. Give him the Dragon Scale from the Vyraal Wyrm (which you can find here after finishing the "Get My Stuff Back!" hunt) and he provides an Ageworn Key, which is part of the Wyrm Philosopher side quest.

5. Black Bottle

CLUE:	**Easy as a, b, c, so count yourself lucky. 19-12-21-9-3-5-7-1-20-5-18-1-20-19**

This clue suggests counting letters to solve the puzzle. Write down 1 to 26 on a piece of paper, then place every letter of the alphabet under the numbers starting with 1:A to 26:Z. Next, replace the numbers in the puzzle with the matching letter. The answer is: SLUICE GATE RATS. Enter the Central Waterway Control in the Garamsythe Waterway and look for some rats running around the south side of the room. Follow them to the point where they all congregate to find a faint glow. Hold the Black Bottle up to the faint glow to obtain an Elixir and an Onyx Message. This message says, "Darkness...eton...e."

SALIKA HUT

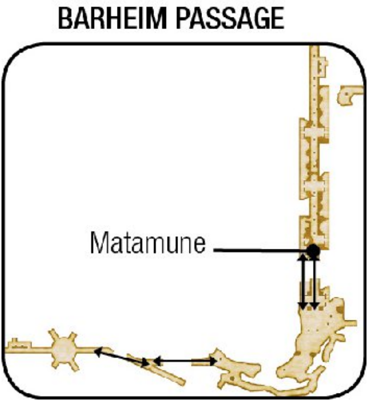


Putting the Pieces Together

After completing all of these tasks, you have collected five more messages with the following clues:

- River…unde…o
- Forest…rgro…w
- Fire…undb…h
- Ash…ridg…e
- Darkness…eton…e

Use the five words at the beginning of the messages to determine the logical order: River, Forest, Fire, Ash, Darkness. Next, put the words in the middle together in the same order: unde/rgro/undb/ridg/eton (underground bridge ton). Line up the final five letters in the same order: owhee. The last part is a little cryptic, since it's missing a letter, but the full answer seems to be: underground bridge to nowhere. There's only one place that matches that description.


BARHEIM PASSAGE

Hidden Shoals

Hidden Shoals is a little tougher than Upstream. Some of the commands are repeats and there's a new six-button command that's a little tricky. The goal here is to keep fishing and getting perfect scores and rewards until you receive the Cactoid Commendation. This can take a long time, so be patient and keep practicing. Vaan can fish at the Den of the River Lord after obtaining the Cactoid Commendation.

Potential Commands

Command	Fish
✚ R1 △ ⊗ ◯	Delicious Fish
✚ R1 △ ✚ ◯	Delicious Fish
R1 R1 △ L2 ◯	Delicious Fish
✚ ✚ △ ⊗ R1	Delicious Fish
△ ◯ ✚ □ R1 L1	Nebra Succulent

Command Movement	
Direction	Probability
←/→	40%
↑/↓	60%

Perfect Fishing Rewards	
Reward	Probability
Hi-Potion	45%
Adamantite	45%
Cactoid Commendation	10%

Den of the River Lord

The Den of the River Lord is extremely challenging. The commands get very long, so it pays to learn them all. The most important command is the eight-button command for the King of Nebra. This command appears repeatedly when the player first fishes here. The King of Nebra has nine lives. Catch it 10 times, but note that you don't have to catch them all in a row or even on the same trip to capture the King of Nebra and earn Lu Shang's Badge, the ultimate reward for this side quest!

Potential Commands	
Command	Fish
△ ○ ↑ □ R1 L1	Nebra Succulent
↓ R1 ○ L2 → ×	Nebra Succulent
△ R2 ○ L1 × □	Nebra Succulent
× R1 ↓ L1 R2 □	Nebra Succulent
↑ R2 → L1 × R1	Nebra Succulent
R1 L2 ↑ □ R1 L1 × →	King of Nebra

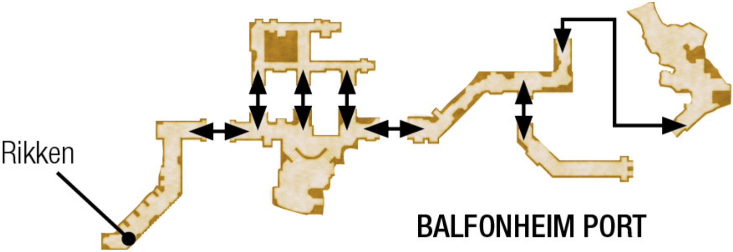
Command Movement	
Direction	Probability
←/→	40%
↑/↓	60%

Perfect Fishing Rewards	
Reward	Probability
Adamantite	50%
Scarletite	50%

Balfonheim Port Footrace

When it's available

This event becomes available after accepting the Who's the Strongest!? hunt.

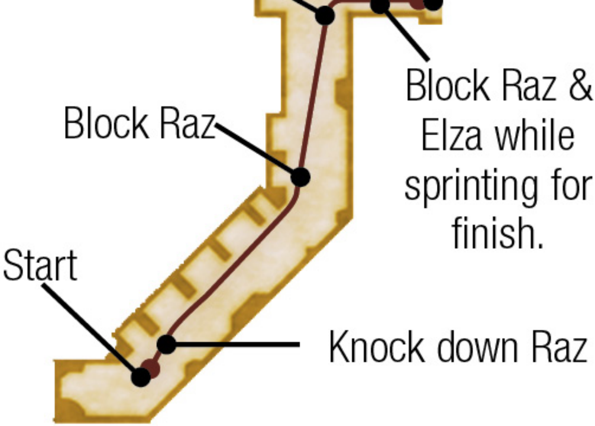


Rikken posts a bill for the Who's the Strongest!? hunt, which leads Vaan to the Saccio Lane section of Balfonheim Port. Before he tells Vaan about the hunt, he challenges him to a footrace through the streets. From this point forward, Vaan can race Rikken and his companions endlessly by talking to him again.

The footrace is a simple concept: rhythmically press the ✕ button and the ○ button to run. Keeping an even and steady pace is far more important than quickly mashing the buttons, as Vaan runs the same speed no matter how quickly you press the buttons. Go straight ahead by alternating between the ✕ and ○ buttons. Tap the ✕ button repeatedly to turn left and the ○ button to turn right. If you have trouble keeping a rhythm, you can also tap each button two or three times and still maintain a fairly straight line.

The real trick is in the strategy. There are three opponents: Rikken, the man, Elza, the woman, and Raz, the bangaa. Rikken is steady, but sticks to the left side of the track. He's rarely a threat. Elza cuts across the track from left to right. She's tough to beat if she gets all the way to the right. Raz is extremely fast, but clumsy. Vaan can knock him down to keep him from passing.

Cut corner for big lead
Finish



Keep an even pace at the start until Raz falls, then remain in the middle or slightly to the left to keep Elza to the left side of the track. Raz should make a move and try to come up the middle (preferable) or along the right side. Get in his way immediately if he comes up the middle. Otherwise, wait until after the

first turn to cut him off and knock him down by zipping over to the right.

Drift over to the right side of the track after the first turn and stay there until the second turn. With some luck, Elza will get hung up on Rikken and will be unable to cross to the right. Vaan is in trouble if she gets in front of him and to the right side. He can still make up ground at the turn and win, but it isn't easy. The trick to beating Elza is keeping her on the left through the first turn so that Rikken blocks her from moving to the right in the second half of the course.

Cut the second corner as closely as possible, so Vaan just barely scrapes through without getting stuck. You can make up a ton of time with this move and can easily take the lead if Elza and Rikken remain outside and Raz has been held back. Go all out in the final stretch. Get in front of Elza if she's neck-and-neck with Vaan and beware of Raz making a late charge for the lead.

There are 100 tiers to the footrace event. You receive a prize and move up a tier each time you win until you get the ultimate prize at tier 100. There's no penalty for losing and it isn't necessary to clear all the tiers in one sitting, so race with confidence and rest your fingers now and then.

Footrace Rewards

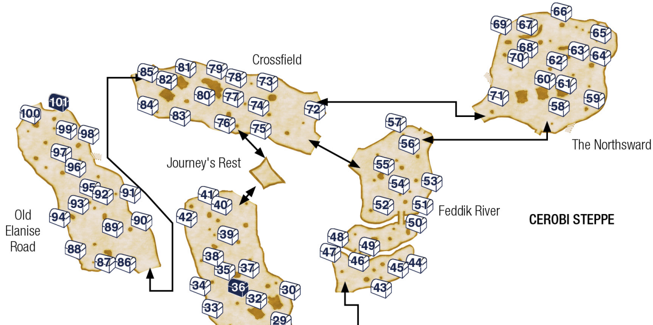
Tier	Reward
1	Potion
2	Phoenix Down
3	Eye Drops
4	Antidote
5	10 gil, Echo Herbs
6	Gold Needle

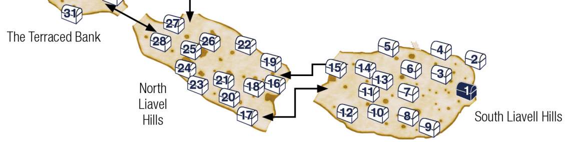
7	Alarm Clock
8	Handkerchief
9	Bacchus’s Wine
10	100 gil & Balance Motes x2
11	Potion x2
12	Phoenix Down x2
13	Eye Drops x2
14	Antidote x2
15	20 gil & Echo Herbs x2
16	Gold Needle x2
17	Alarm Clock x2
18	Handkerchief x2
19	Bacchus’s Wine x2
20	300 gil & Float Motes x2
21	Potion x3
22	Phoenix Down x3
23	Eye Drops x3
24	Antidote x3
25	30 gil & Echo Herbs x3
26	Gold Needle x3
27	Alarm Clock x3
28	Handkerchief x3
29	Bacchus’s Wine x3
30	800 gil & Teleport Stones x3
31	Potion x4
32	Phoenix Down x4
33	Eye Drops x4
34	Antidote x4
35	40 gil & Echo Herbs x4
36	Gold Needle x4
37	Alarm Clock x4
38	Handkerchief x4
39	Bacchus’s Wine x4
40	1500 gil & Vanishga Motes x2
41	Potion x5

42	Phoenix Down x5
43	Eye Drops x5
44	Antidote x5
45	50 gil & Echo Herbs x5
46	Gold Needle x5
47	Alarm Clock x5
48	Handkerchief x5
49	Bacchus’s Wine x5
50	2500 gil & Reflectga Motes x2
51	Potion x6
52	Phoenix Down x6
53	Eye Drops x6
54	Antidote x6
55	60 gil & Echo Herbs x6
56	Gold Needle x6
57	Alarm Clock x6
58	Handkerchief x6
59	Bacchus’s Wine x6
60	3500 gil & Hi-Ethers x2
61	Potion x7
62	Phoenix Down x7
63	Eye Drops x7
64	Antidote x7
65	70 gil & Echo Herbs x7
66	Gold Needle x7
67	Alarm Clock x7
68	Handkerchief x7
69	Bacchus’s Wine x7
70	4500 gil & Holy Motes x2
71	Potion x8
72	Phoenix Down x8
73	Eye Drops x8
74	Antidote x8
75	80 gil & Echo Herbs x8
76	Gold Needle x8

77	Alarm Clock x8
78	Handkerchief x8
79	Bacchus’s Wine x8
80	6000 gil, Hastega Motes x2, & Caramel
81	Potion x9
82	Phoenix Down x9
83	Eye Drops x9
84	Antidote x9
85	90 gil & Echo Herbs x9
86	Gold Needle x9
87	Alarm Clock x9
88	Handkerchief x9
89	Bacchus’s Wine x9
90	8000 gil, Scathe Motes x2, & Slime Oil
91	Potion x10
92	Phoenix Down x10
93	Eye Drops x10
94	Antidote x10
95	100 gil & Echo Herbs x10
96	Gold Needle x10
97	Alarm Clock x10
98	Handkerchief x10
99	Bacchus’s Wine x10
100	10000 gil, Elixirs x2, & Unpurified Ether

Wyrm Philosopher





Pop odds		If pop, Gil odds & Amt		Normal Loot		w/Diamond Armlet	
OG #	App. %	Gil %	Amt. if Gil	50%	50%	95%	5%
1	100%	0%	—	Claymore	Claymore	Claymore	Claymore
2	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Arc Scale
3	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Cross Scale
4	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Ninja Gear
5	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Perseus Bow
6	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Ashura
7	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Sweep
8	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Gaia Gear
9	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Multiscale
10	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Hornito
11	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Fumarole
12	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Gold Hairpin
13	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Sakura-saezuri
14	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dark Shot
15	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Snapping Bolts
16	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dragon Helm
17	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dark Energy
18	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	White Mask
19	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Rubber Suit
20	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Cloud Staff
21	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Minerva Bustier
22	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Caldera
23	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Caliper
24	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Arcturus
25	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Eight-fluted Pole
26	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Zwill Crossblade
27	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Water Bombs
28	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Kagenui

29	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dark Matter
30	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dark Matter
31	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Zeus Mace
32	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Rod of Faith
33	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Durandal
34	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Black Robes
35	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Golden Axe
36	20%	0%	—	Cleanse	Cleanse	Cleanse	Cleanse
37	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Black Mask
38	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Megalixir
39	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Muramasa
40	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Stoneblade
41	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Stone Shot
42	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Iga Blade
43	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Claymore
44	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Mythril Blade
45	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Grand Mace
46	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Bonebreaker
47	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Koga Blade
48	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Whale Whisker
49	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Maximillian
50	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dragon Whisker
51	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dark Energy
52	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Grand Helm
53	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Brave Suit
54	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Fomalhaut
55	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Megalixir
56	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Mirage Vest
57	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Meteorite (D)
58	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Golden Scullcap
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61	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Orochi
62	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Shell Shield
63	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Bone of Byblos

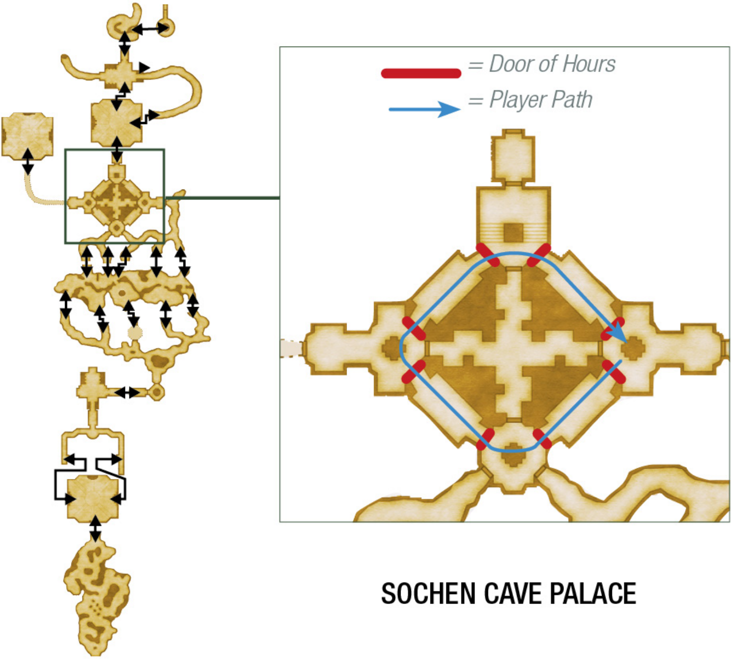
64	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Venetian Shield
65	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Baltoro Seed
66	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Grand Armor
67	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Hunter's Blade
68	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Lordly Robes
69	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Megalixir
70	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Volcano
71	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Artemis Arrows
72	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Circlet
73	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Ultima Blade
74	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Yagyu Darkblade
75	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Renewing Morion
76	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dueling Mask
77	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Euclid's Sextant
78	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Sagittarius
79	20%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Mythril Sword
80	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Scorpion Tail
81	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Chaperon
82	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Aegis Shield
83	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Demon Shield
84	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dark Energy
85	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Grand Bolts
86	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	White Robes
87	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Crown of Laurels
88	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Staff of the Magi
89	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Defender
90	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Dragon Mail
91	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Stink Bombs
92	10%	8%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Artemis Bow
93	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Antares
94	20%	50%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Icecloud Arrows
95	10%	80%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Gastrophetes
96	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Thief's Cap
97	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Tumulus
98	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Gilt Measure

99	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Holy Rod
100	20%	20%	~1000	Knot of Rust	Knot of Rust	Knot of Rust	Blood Sword
101	100%	0%	–	Telekinesis	Telekinesis	Telekinesis	Telekinesis

when it’s available

This event is available after visiting the Draklor Laboratory.

The Wyrm Philospher is found on a windmill in Cerobi Steppe. Check out windmill #10 in The Northsward to make him appear. He’s seeking the Vyraal Wyrm, which the party should have already defeated. Give him the Dragon Scale from the Vyraal Wyrm and he provides the party with an Ageworn Key.



The Ageworn Key unlocks a secret chamber within the Sochen Cave Palace. The secret chamber is guarded by an ancient puzzle, which mentioned in certain clues scattered around the dungeon. To open the Hall of the Ascetic to the Hall of the Wroth God, you must walk a certain path through Destiny’s March.

Enter the Sochen Cave Palace from the south (Tchita Uplands). Proceed up the east side of the dungeon to the far east door into Destiny’s March. You must walk a circle around Destiny’s March, only opening the doors marked as a ‘Door of Hours’. Go clockwise starting on the east side and heading southwest, then follow the hall all the way around to the starting point. This triggers the Ascetic’s Door if done properly.

Go to the west side of Destiny's March and check the Ascetic's Door. Follow the Hall of the Ascetic down to the Hall of the Wroth God and use the Ageworn Key to enter the secret chamber.

HELL WYRM

LVL	60	**HP**	8930711	**EXP**	0	**LP**	150
STEAL	Dark Stone, Dark Magicite, Dark Crystal						

Begin the battle by casting Dispel on the boss to remove Shell, Protect, and Haste. Have a 'Foe: Status = Faith—Dispel' gambit ready on one character to keep Faith in check throughout the battle. The other status effects never return. This is a very long battle, but the pattern is fairly easy to follow. The Hell Wyrm mainly uses its Rake attack (a basic physical attack), while throwing in magicks of every elemental type. It also has a powerful Judgment attack that causes dark damage and Stop. Equip at least one character with a Power Armlet to prevent the Stop effect and an 'Ally: Status = Stop—Chronos Tear' gambit to remove the effect from others. It doesn't hurt to put Power Armlets on the entire party, though.

THE LONG HAUL

Since this is a long fight, make sure the party has a 'Self: MP < 10%-Charge' gambit. You can also flee this battle and step into the hall to restore the party, if necessary. This is a good tactic to use if the first party gets wiped out. Don't stick around to fight with the backup crew. Run into the hall and restore everyone then return to the battle.

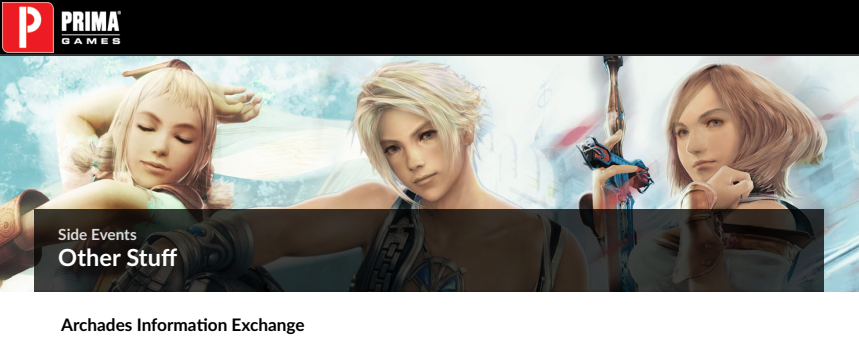
You can spend Mist Charges to summon Espers and unleash their ultimate technicks for extra oomph, but Hell Wyrm has a powerful Breakout–Pentagram attack especially designed to wipe out summoned creatures, so watch out. Magick also works fairly well in this fight. Dark magick heals the boss, so avoid using it. The boss is susceptible to the combination of Shear and Oil, which makes Fire-based magicks very effective.

Keep Protect and Lure on the main melee character throughout the battle. Make sure everyone has Bubble and Ensunaga ready to remove Stone effects. The fight gets much tougher at the end. The Hell Wyrm begins using Invert, which switches victims' HP and MP values, on nearly every other attack. This means that one character is always close to death, but that person gets MP rapidly refilled, and thus, spare Mist Charges. Take advantage of this situation and bombard the boss with Quickenings.

DEALING WITH INVERT

Characters can usually heal themselves quickly enough that Invert doesn't become a problem. However, it doesn't hurt to have an 'Ally: Status = HP Critical—X-Potion' gambit going late in the battle.

There's no item reward for this fight, but that doesn't mean it isn't worthwhile. A system trophy is unlocked, and Montblanc will hand over some gil in Clan Centurio.



Other Stuff

Archades Information Exchange

There are residents in the Molberry, Trant, Rienna, and Nilbasse sections of Archades with valuable information. The party can earn Pine Chops by matching two people's stories. The stories are always contained within one of the four areas. (For example, you won't find one person in Molberry and the other one in Trant.) Match up everyone within the four areas to earn enough Pine Chops to trade them in for a Sandalwood Chop. With this item, the party can access the Grand Arcade and Highgarden Terrace sections of Archades.

Molberry

Person #1		Person #2
Reminiscing Lady	→	Family-minded Girl
Avid Traveler	→	Traveling Gentleman
Daughter-in-Law	→	Man from Giza
Look-Alike	→	Look-Alike
Talented Woman	→	Akademician
Ardent Woman	→	Ardent Man
Proud Mother	→	Tutor
Poor Husband	→	Poor Wife
Would-be Judge	→	Judge's Wife

Rienna

Person #1		Person #2
Philosopher of Cuisine	→	Dangerous Chef
Lazy Profiteer	→	Researcher's Wife
Greenseller	→	Vegetable Seller
Good Brother	→	Waiting Woman
Tarot Reader	→	Happy Novelist
Lucky Man	→	Romantic Lady
Tour Reader	→	Bhujerban Lady

Trant

Person #1		Person #2
Boutiquere	→	Moneyed Gentleman
Farce-Goer	→	Girl on an Errand
Music Appreciator	→	Lutenist
Historian	→	Perceptive Man
Smitten Woman	→	Smitten Man
Builder	→	Artistan Architect

Nilbasse

Person #1		Person #2
Determined Researcher	→	Ex-Researcher
Aspiring Starlet	→	Faded Star
Worried Husband	→	Materialistic Woman
Senior Researcher	→	Failed Researcher
Athletic Woman	→	Avid Reader
Gentleman Onlooker	→	Eager Crier

Tarot's Misfortune

After matching the Tarot Reader with the Happy Novelist in Rienna, the Tarot Reader offers to reveal the party's misfortune. The misfortune actually tells the player how many matches are left in each section of the city. This is a very helpful way to check your progress when trying to earn the Sandalwood Chop.

King Bomb –Optional Boss

KING BOMB

LVL	34	HP	37596	EXP	0	LP	22
STEAL	Bomb Shell, Fire Crystal, Bomb Fragment						

The King Bomb is in The Salikawood's Grand Bower north of the Save Crystal. Although this boss is optional, it will likely come into play the first time the party visits The Salikawood, or when you attempt to complete the Rodeo to the Death hunt. King Bomb summons lesser Bombs to fight with it and uses powerful Fire magick. Keep a good supply of Handkerchiefs around to remove the Oil status effect, which increase the fire damage the party takes. Blast the enemy with Water elements and use gear that reduces fire damage like Fire Shield. Focus on eliminating the lesser enemies first to prevent them from chain exploding. Remember to only attack King Bomb when it's alone. The boss fully restores its HP when it reaches 50%. You can prevent this by using a well-timed Quickening. King Bomb uses the Renew trick several times, but eventually stops using it.

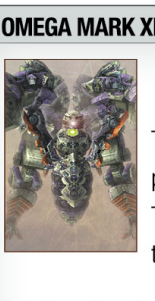
Omega Mark XII Extermination

Reaching Omega Mark XII is almost as difficult as fighting the hidden boss. Begin by diving deep into the dungeon following the same route used to reach Ultima. Take a left turn at the Save Crystal to find the Aquarius Gate Stone (1). Backtrack to the previous section and open Gate Aquarius 1 (2), so the path to the Taurus Gate Stone (5) is open. Forget the Taurus Gate Stone for now and go to the nearby Capricorn Gate Stone (3). Flip the switch and run across the area to Gate Capricorn 2 (4). Backtrack to the Taurus Gate Stone (5) and use the switch. Cross the area again passing through Gate Capricorn 2 to reach Gate Taurus 1 (6). The road beyond Gate Taurus 1 leads to Omega Mark XII.

Be Prepared

Omega Mark XII is one tough nut to crack. Consider returning to the Save Crystal before moving forward. It may take several tries to fell the boss and autosaves are easily overwritten. Don't take the risk of having to solve the gate puzzle again.

OMEGA MARK XII



LVL	99	HP	1037069	EXP	0	LP	255
STEAL	Bomb Shell, Fire Crystal, Bomb Fragment						

This is a very challenging enemy. Its attacks are extremely powerful and can typically wipe someone out with a single shot. Those that survive may be stricken with the berserk status, taking them out of the battle unless dispelled.

There's really only one way to fight this creature. It involves the use of Decoy and Reverse. Prepare the party by setting the lead fighter to attack and only attack. It doesn't hurt to equip the character with a Bubble Belt either to ensure his HP stays at the maximum throughout the battle. Also equip armor that lowers the character's Magick Resistance to zero. This is critical, since the other characters in the party will be casting on him constantly.

The other characters go into a strict support role. Set their gambits so that they cast Reverse on the main fighter above everything else. Then make the second command casting Decoy on the same target. Then set one of the two to use Hastega and Protectga on the supports. The two should also have Curaga prepared to cast on them, not on the fighter, if necessary.

Keep it simple. The real goal is just to keep Reverse and Decoy up throughout the entire battle. It pays to take manual control of Decoy. It lasts considerably longer than Reverse and it can be refreshed while the spell is still active on the fighter. Recast it between every two to three casts of Reverse to ensure that it never wears out and the support characters never get hit.

Otherwise Reverse should keep the main fighter healthy throughout the battle. He'll take a hit now and then when Reverse drops, so make sure Bubble stays in effect too. Cast it again before it wears out, or use a Bubble Belt to maintain the effect.

Run if things go wrong. Retreat to the top of the ramp and quickly restore everyone. The boss begins to heal if left alone for too long. It's possible to fully restore everyone and get back into the battle before the boss can completely recover.

100 Secrets of FFXII

The following section takes a look at 100 oddities within FINAL FANTASY XII. These are subtle things you may not notice while playing through the game, but they're worth mentioning. Have a little fun and check them out for yourself.

Event Related

No.01: Thoughts on Nabreus Deadlands

The first time you enter Nabreus (by either approaching the stone gate or by entering the Hall of Effulgent Light), Basch tells your party about the city. Normally he will simply finish with "We should turn back," but if you visit either places after defeating Judge Bergan but before reaching Archades, a scene in which Ashe talks with Fran about the lost city of Nabreus is added. Furthermore, if you watch Basch's explanation and then visit one of these locations between defeating Judge Bergan and reaching the Imperial City, Fran will be the one who suggests turning back.

No.02: Getting Through the East Gate

After setting out to defeat the Rogue Tomato, you will be unable to get back inside Rabanastre. When this occurs, hop into the line of people standing in front of the Dalmascan Soldier guarding the door on the left-hand side. Wait in line. When everyone is gone, speak to the Dalmascan Soldier in front of the gate to get back inside. After sitting through the line once, you can get back in again by simply speaking to the Dalmascan Soldier.

No.03: The Rabanastre Palace Map in Old Archades

You're only allowed into the Rabanastre Palace when the story sends you there near the beginning of the game. If you miss the map on this trip, you can still pick it up later from the Cartographers' Guild moogle in the Alley of Low Whispers within Old Archades.

No.04: Ktjn's Welcome to the Clan Hall

If you influence Ktjn to become a guard for Clan Centurio, you can talk to her outside of the Clan HQ. Avoid visiting the Clan Hall until after defeating Judge Bergan and finishing Ktjn's event and all of the lines that normally belong to the bangaa guard can be heard from Ktjn instead.

No.05: Visitors to the Dalmasca Estersand Outpost

The Outpost in Dalmasca Estersandis visited by different travelers as the story progresses, each taking a rest before continuing theirjourney. Stop by and see who is visiting every once in a while

Timing	Visitors
After the RogueTomato hunt	family traveling by chocobo
After escaping Marquis Ondore's Manor	bangaa and seeq merchants
After obtaining the Dawn Shard	family from the empire
After defeating Judge Bergan	three moogles
After obtaining free flight in the Strahl	a pair of viera

No.06: The Buccaneer's Battalion

After completing the Wraith Hunt, you gain access to a house in the Rabanastre Lowtown area that is used by Deeg, the son of the Jovial Seeq. If you can't fulfill certain conditions, Kytes, Filo, and other children will gather in this house and form the Buccaneer's Battalion. You must meet the following conditions for the children to gather:

- Visit the Draklor Laboratory.
- Return the three medallion pieces to Roh'kenmou in Old Dalan's Place (part of the "Medal of Nabreus" event).
- Return to Charlotte's Magickery and hand the Moonsilver Medallion to Roh'kenmu (part of the "Medal of Nabreus" event).

No.07: Free Maps

Generally, if you do not own the map of an area, you will need to fill the map in manually by walking to every area displayed. However, if your next goal happens to be displayed during the progress of the story or you can check a petitioner's location in the Hunts menu, you can view the entire map, including areas you have never visited.

No.08: The Rest of the Story…

A few of the side events end with plot points that keep you wondering what happened, but you can fill in some of these loose ends by doing a little research. After finishing the Pilika's Errand side event, read Pilika's diary to find out that her other pet, "Bianca," is hiding above the shelves in the technick shop. You can uncover another storyline after completing the Earth Tyrant Extermination side event. You can meet up again with Rimzat, the investigator, if you travel to the Hunters' Camp on the Phon Coast. He will then return home to his empire hoping for a bonus.

Message Related

No.09: Dalan's Adventure Tips

Dalan provides different bits of advice depending on the progress of the story. If you're ever unsure about where you should go next, seek him out! The following is a list of the type of advice he gives and when you're likely to receive it.

Story Point	Advice
After the new Consul Inauguration Ceremony	Directions to the Nomad's Camp
After obtaining the Sunstone	How to infiltrate the Rabanastre Royal Palace
After escaping the Barheim Passage	How to deliver the Sword of the Order
After delivering the Sword of Dalmasca	Balthier's location
After talking to Balthier in the Sandsea	Directions to the Lhusu Mines
After escaping the Battleship Leviathan.	How to rescue Penelo
After obtaining the Dawn Shard	Directions to Jahara
After Larsa joinsthe party	About Mt Bur-Omisace
After visiting Mt Bur-Omisace	Advice onVaan's worries
After defeating Judge Bergan	Directions to Archades
After visiting the Draklor Laboratory	Directions to Giruvegan
After obtaining the Treaty-Blade	Nothing to say
After the Sky Fortress Bahamut is activated	Offers to provide advice

No.10: Legends of Old

Paying 1 gil to the Rabanastran boy in the middle of East End across from the stairs to Lowtown allows you to hear stories about Rabanastre's history and several other things. The stories change as the game's story progresses.

Story Point	Contents	Leaving Line
After Reks's arc ends	The state of Rabanastre after losing the war	"You're not worth his time."
After the close of the new Consul Inauguration Ceremony	How to get to Downtown Rabanastre	"He just wanted to talk."
After Escaping the Barheim Passage	A summary of the Rabanastre Palace attack	"He heard this straight from a fake jailer."
After receiving the Dawn Shard	The connection between King Raithwall and the demon	"He guesses it can't be helped."
After visiting Draklor Laboratory	The connection between a mysterious place and a great power	"To be honest, he's completely out of stories."

No.11: Migelo's Changing Reaction

After meeting up with Penelo aboard the Leviathan, talk to Migelo in the item shop in Rabanastre to hear how happy he is that she is safe. This conversation can go one of two ways, depending on whether or not you have obtained the Dawn Shard.

Before obtaining the Dawn ShardMigelo is happy that Penelo is safe, but angry at Balthier and the others for dragging her into everything.

After obtaining the Dawn Shard

Migelo scolds you for not coming back sooner to tell him that Penelo is safe.

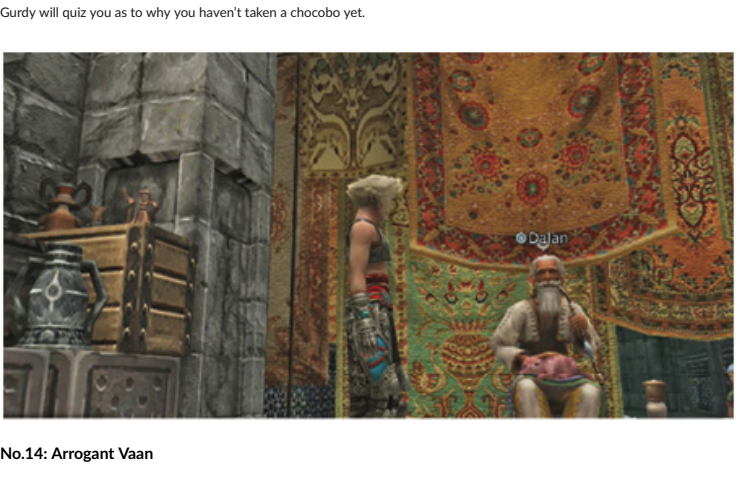
No.12: War-chief Supinelu's Health

You can find the Garif warrior, War-chief Supinelu, as an ally in the Haulo Green area of the Ozmone Plains before the party visits Jahara for the first time. Even if he gets knocked out on the plains, he will show up to help your party when they first visit Jahara. If he does happen to perish, you'll notice that the text changes slightly to match his experiences.

When he is in good shape, he will explain to the Garif clan at the entrance that Vaan and his party have come across the Ozmone Plains. If he is in bad shape after his fight with the monsters, he will be unable to finish explaining his story to the Garif clan.

No.13: The Warrior Chief's Goodwill

When leaving Jahara and heading for Mt Bur-Omisace for the first time, the Garif war-chief Supinelu allows you to use their chocobo rental once, free of charge. If you do not use the rental and visit the Temple Grounds area of Mt Bur-Omisacefirst, Gurdy will quiz you as to why you haven't taken a chocobo yet.



No.14: Arrogant Vaan

After getting three Pinewood Chops in Archades, you can ride a taxi in the Nilbasse district. For those who don't ride the taxi and continue collecting chops until getting the Sandalwood Chop before talking to the Cab Guide, you can hear a special line and view some very arrogant choices.

No.15: Mocked for Teleporting

Use a teleport stone to visit the Tsenoble area of Archades. Talk to the Prideful Boy nearby to be mocked for using a teleport stone.

No.16: Interesting Airship Passengers

Choose the "By leisure craft" option when flying from one of the airship terminals in each region to explore the airship while in flight. There are some nice shops and a variety of other passengers. The passengers depend on the destination.

No.17: The Travel Loving Family

The conversations with the family who loves to travel change along with your progress through the story. In essence, it doesn't matter which terminal you talk to them in, but there are some differences between the time when you obtain the Dawn Shard and the moment you defeat Judge Bergan. If the family doesn't appear, try leaving and coming back into the terminal a few times.

Story Point	Terminal	Conversation
After escaping Barheim Passage and returning to Rabanastre	Everywhere	Reason mother loves to travel by air
After obtaining Dawn Shard	Rabanastre	Chocobo failure
—	Nalbina Fortress	Mother's makeup failure
—	Bhujerba	Rivalry with the neighbors
After defeating Judge Bergan	Everywhere	Dragon attacking public airways

No.18: Conversation During Deathgaze's Attack

You can witness different conversations than usual from the passengers on the regular service airship when Deathgaze appears. Once it shows up, don't defeat it right away; instead, keep talking to the passengers and escaping to the Private Cabin.

No.19: Changing Merchant Responses

When speaking to the traveling merchant Dyce in Balfonheim Port or to Tetran and Lulucce when first arriving at the Eruyt Village, there are two different sets of lines depending on whether or not you have talked to them before. If you didn't talk to Tetran on the Leviathan, your conversation starts with a self introduction when meeting him in the Eruyt Village. Conversely, if you didn't speak with Dyce in the Ogir-Yensa Sandsea or any of his other potential meeting locations, he won't have much to say when you run into him in Balfonheim Port.

No.20: Changing Conversations

The conversations with the people listed in the following table change a great deal depending on who leads the party. Try making each character the party leader, thentalk to each person.

Characters whose conversations change depending on who is leader

Location	Person
East Spur Stairs (Garamsythe Waterway)	Defeated Soldier (vanishes after escaping from the Nalbina Dungeons)

Characters whose conversations change drastically when Fran is leader

Location	Person
Crystal Glade (Giza Plains)	Viera Wayfarer (vanishes after the Gil Snapper hunt)
Pithead Junction A (Henne Mines)	Wounded Imperial (vanishes after obtaining the Lente's Tear key item)
Rava's Pass (Phon Coast)	Viera Wayfarer

No.21: Cutting Remarks

Attempting to run away from certain bosses or heading in a different direction from where you should be going can lead to unexpected remarks. At the points shown here, head toward the location specified to enjoy a few acidic remarks at your expense.

Location	Place to Go
During the Air Cutter Remora fight in Nalbina Fortress	Aerial Gardens area of Nalbina Fortress
Heading for the Rabanastre Sandsea after hearing Migelo's request	Southern Plaza area of Rabanastre
Heading toward the Crystal Glade (The Dry) area of Giza Plains after hearing Masyua's story	Throne Road area of Giza Plains
Split off from Balthier and in need of a cab in the Imperial City of Archades	Alley of Muted Sighs area of Old Archades

No.22: Chocobo Only Messages

Attempting to enter towns or dungeons while riding a chocobo causes a special message to appear saying that you must dismount or turn back. This message changes depending on the location, as shown here.

Messages displayed when a chocobo won't enter an area

Place	Message
Any town or village	"You must dismount to proceed."
Dungeon	"The chocobo refuses to go any further."
Esper Zone	"The chocobo is too scared to proceed any further. Something terrifying lies ahead."

No.23: No Espers, Please

When one of your party members is accompanied by an Esper, you cannot use airships or chocobos. If you are aware of this and attempt to use them while having an Esper, you can hear different lines. Most of these situations require summoning the Esper outside of the city.

Where to go:

- Try to use a regular service airship.
- Try to ride the Strahl from the airship terminal.
- Try to rent a chocobo from Gurdy (the lines differ depending on whether you are in Nalbina Fortress or another place).
- Try to ride a stray chocobo (the lines differ depending on whether you are trying to ride the chocobo in the Henne Mines or another place).
- Try to borrow the chocobo from the Imperial Soldier in the Ozmone Plains.

System Related

No.24: Distance Walked

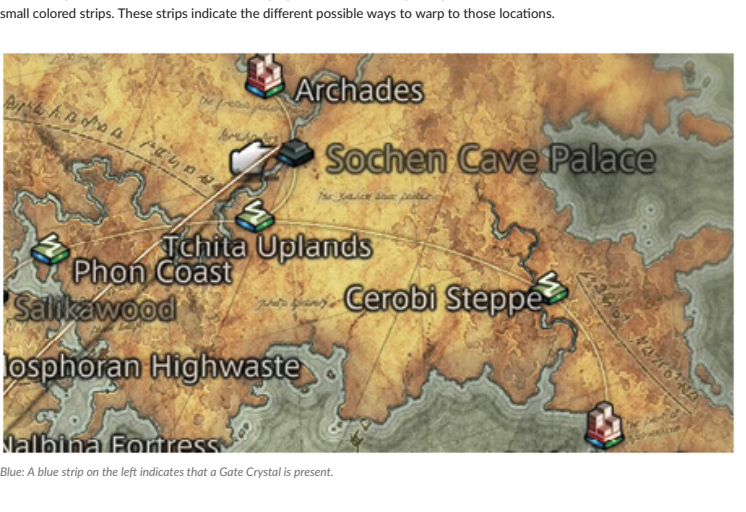
A tally of the number of steps taken is kept during the game. The total walked distance can sometimes increase even if you're not actually using the left stick to move your character. Certain things such as being knocked back when attacked or being pushed around by other characters in towns will increase this number. The distance walked is based on the movements of the party leader.

No.25: Weakened Basch!?

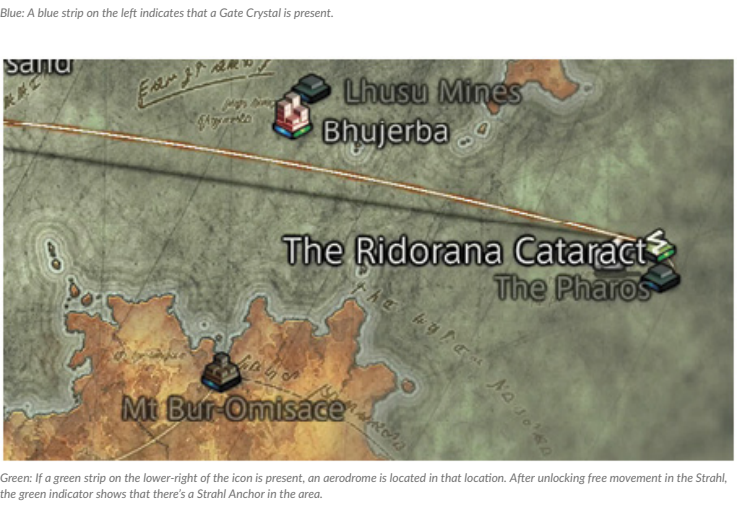
When first entering the North-SouthJunctionduring the escape from the Barheim Passage, Basch obtains a weapon and armor and his appearance changes. At this point, Basch's parameters are actually recalculated as though he had just gained a level. Oddly enough, his MAX HP and MP could actually decrease due to the slightly random nature of these values.This happens most often if your party members have not leveled up during the Barheim Passage section.

No.26: Hidden Meaning on the World Map

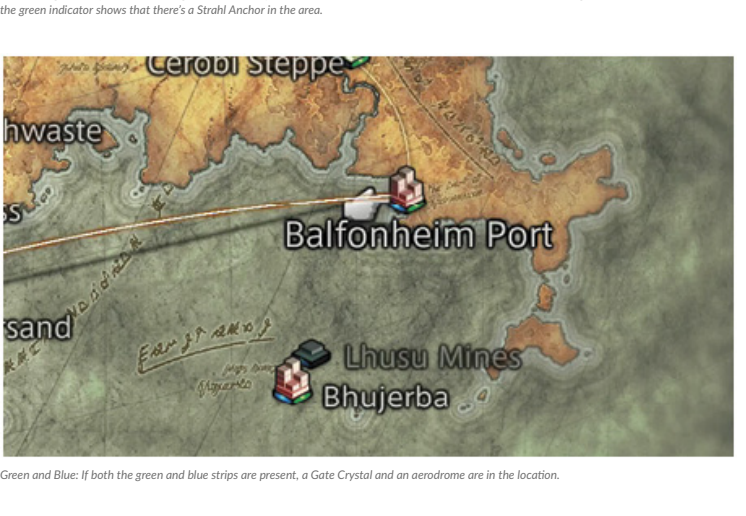
Look closely at the isometric location icons displayed on the world map and you'll notice that beneath some of them, there are small colored strips. These strips indicate the different possible ways to warp to those locations.



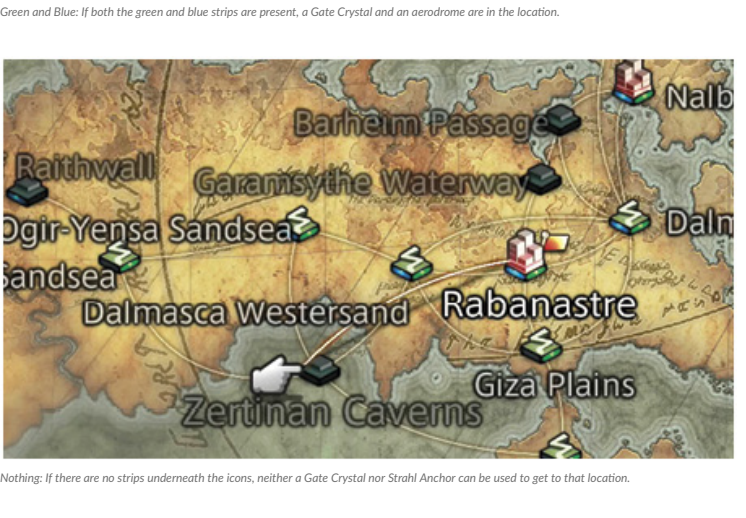
Blue: A blue strip on the left indicates that a Gate Crystal is present.



Green: If a green strip on the lower-right of the icon is present, an aerodrome is located in that location. After unlocking free movement in the Strahl, the green indicator shows that there's a Strahl Anchor in the area.



Green and Blue: If both the green and blue strips are present, a Gate Crystal and an aerodrome are in the location.



Nothing: If there are no strips underneath the icons, neither a Gate Crystal nor Strahl Anchor can be used to get to that location.

No.27: Status Effects Maximum

Up to 27 different status effects can be applied to a single party member at one time. To do this, you must use items, accessories, spells and even traps.Every status effect aside from X-Zone, KO, Stone, Lure (or Stop) and HP critical (or Disease) can be applied at once!

No.28: Limiting an Area Effect Spell

If after a character has started to perform an action, his target moves into another zone or the equipment of the character performing the action is changed, the action is interrupted and immediately comes to an end. Making use of this allows you to manipulate area effect actions so that they only hit selected targets. For example, say you are facing a Skeleton and a Steeling in battle. Normally in this situation, casting Curaja would damage the Skeleton but heal the Steeling. However, if you make the Skeleton the target of the Curaja and quickly change equipment immediately after the Skeleton has been damaged, the spell is cut short and doesn't heal the Steeling.

No.29: Altered View

After completing a hunt or immediately after using a Gate Crystal to move to another zone, you cannot move or input commands for a short period of time. However, you can still move around your viewpoint.

No.30: Merits of a Lone Warrior

After more than three characters have joined your party, it's likely that you always use the maximum of three, right? Well, there are a few merits to only using one character!

When using an area effect action on allies

Area effect actions can target all reserve characters. Therefore, if you have only one battle member, you can heal the remaining five reserve characters with a single Curaja spell.

Avoiding traps

When walking down a narrow passage, other battle members often run into traps. You can avoid this by reducing the number of battle members to one at these points.

Surviving enemy area effect attacks

Some enemies have area effect attacks, such as Zodiark's Darkja, which they use in a regular pattern or fixed time. Reducing your battle members to one prior to this attack can minimize its effect.

No.31: Maximum Item Drops

The icons for the items dropped by monsters generally disappear after a set amount of time. If there are already 10 icons in the area before that time runs out, when the 11th icon appears, the oldest symbol will disappear instantly.

No.32: Obtaining Trapped Treasure

When a treasure chest appears with a trap underneath it, there is no obvious way to grab the goodies without taking a hit. You could equip the Winged Boots accessory, which provides a constant Float effect, but there is actually an even easier way to get the item. Press lightly on the left stick to walk very slowly toward the chest, then as soon as the field sign "!" appears, press the ⊗ button. If there are enemies nearby, make sure the leader's Gambit is in the OFF position.

No.33: Switching a Targeted Character

When a battle member becomes the target of any kind of action,his name changes to red and he cannot be transferred to the reserve. However, if you use Cure or a potion on a reserve member and then make him a battle member before the action is performed, the character's name remains white, regardless of the fact that he's being targeted. You can also return this character to reserves.

No. 4: Name Colors

When Libra is not in effect on anyone in the battle party, the enemy name displayed in the Target Info box appears asblue, yellow, or red depending on the strength of the targeted enemy compared to the current leader. Unfortunately, boss names are always displayed in white, indicating that the gap between their level and the leader is unknown.

No.35: Status Without Libra

Someallieswmake it possible to see more than just a target's name and current status effects even if no members of the battle party are using Libra. There are certainly characters, such as Bansat and Krjn, who only join the party for specific battles. They will make the enemy's Level, HP, and Elemental weakness or just Elemental weakness appear without the use of Libra.

Battle Related

No.36: Guns and Measures

Of all the weapons in the game, only Guns and Measures don't take character stats into account whatsoever. Measures are meant for attacking allies to give them status effects, while Guns are full-on offensive weapons. They get badly outclassed by everything else by the end of the game—unless you're playing on New Game- (See the Trial Mode chapter for more.)

If you've given yourself the challenge of a New Game- playthrough, meaning your characters never level up and gain stats, you will find that Guns are the best options to get through this ordeal.

No.37: Reverse Battle Chain

A battle chain ends when you defeat a different type of enemy from that defeated previously, but at that instant another chain actually begins! A hidden, "Reverse Battle Chain" exists, linked by continually defeating different types of monsters. A high Reverse Battle Chain slightly increases the chances of items being dropped, but has few real advantages compared to a regular battle chain.

No.38: Move When IMMOBILIZED

A character affected by the Immobilize status may not be able to move by himself, but he can still be moved. If the affected character is pushed by another character or knocked back by enemy attacks, he can end up outside of the center of action. Use an attack with a lunging motion to get back into the action.

No.39: Wait for Us!

The only player you can move directly is the leader, while the other battle members follow. So what happens in situations where the leader runs far away while the other members are busy fighting or can't move for some reason? When the party leader is far away, the other battle members' running speed increases by 1.25 times, so they will eventually catch up.

No.40: Better Loot with Omega Mark XII

After defeating Omega Mark XII, there is a very small chance that it will drop a Mythril Sword. However, you can improve this chance by simply raising your Chain Level prior to the fight. By doing so, the item drop rates improve even thoughsingle-mark Omega Mark XII should be unaffected by Chain Level.

No.41: Battle Chaining Allies

A battle chain occurs not only when you defeat monsters, but also when you defeat allies! In some ways, this chain is even easier than a monster chain because you only need to go to one otherzone for an ally to reappear in the same spot. Thus, you candefeat the ally, go to another zone, come back,defeat the ally, and repeat the process over again.You can even attack different allies to build up a chain as long as they're of the same race!

No.42: Magick and Action Timing Effects

The amount of damage or healing caused by an action along with whether or not status effectstake hold are determined the instant the action reaches the target. Knowing this, you can do a couple of things to maximize your defensive prowess. First, if a character with theSerenity license grid unlocked (Serenity increases Magick Power when HP are full) uses Curaja to heal all three battle characters,your partybenefits the most by selecting the casteras the target of the spell. In this case, Curaja first heals the HP of the target character, bringinghis HP back to full and increasing the amount of HP restored on subsequently cured characters.

You can also use attack timingknowledge to protect all of your characters from an enemy area effect status with a singlenullification accessory. For example, if the enemy uses an ability such as Disable, select the targeted character first and equip the Black Belt. As soon as "IMMUNE"appears, remove the Black Belt from the targeted character and equip it on the next closest character. Finally, equip the Black Belt onto the final party member to complete your defense.

No.43: Zero Damage Indicators

If your target is in a counter-attack position, or possesses an attribute that absorbs the attack, their HP will recover by the amount of damage they would normally have received and the attack value will be displayed in green numbers. If absolutely no damage is received or recovered, the number "0" is displayed in red. If an opponent is using "Magic Barrier" or some other neutralization effect, attacks will result in an "IMMUNE" message. If the enemy neutralizes an Esper or Quickening attack, it will also result in a red colored "0".

No.44: Elemental Damage and Status Effects

Attacking a monster with an elemental weapon when the foe can nullify or absorb that element will not cause any damage. However, if the weapon has an additional effect, it may still occur at the fixed rate, regardless of the damage being absorbed or healed.

No.45: Countering Distant Enemies

A counter enables a character to strike back against an attacking enemy. You may think that you can only counter a ranged attack if the attacking enemy is nearby, but it's actually possible to counter even the most distant enemy. For example, equip a Hand-bomb to an ally and attack another ally with a Sword at long range. If a counter occurs, you will be treated to an awesome display of martial arts.

No.46: Continuous "Numerology"

The area effect technick Numerology is a special attack that doubles in strength each time it is used, so long as it does not miss. Even though there is an initial damage of 1 (2 to surrounding enemies), after 17 consecutive hits the damage will reach 65,536 (131,072 to surrounding enemies). The 18th attack always misses and returns the damage to 1.After 17 successful hits, if you then use Numerology on an enemy with the "Safety" Augment, they will nullifythe damage, but you'll still have a 13% chance of causing 131072 damage to surrounding enemies.

No.47: Magick Without MP or a License

Normally, you need to purchase a magick spell and learn the appropriate license before you can use it. However, there is a way to use Black Magick without fulfilling either of these conditions. The method is simple: use the technick Shades of Black. This technick allows magic to be used regardless of whether you have the license or own the spell.

No.48: Confusion + Invisibility = Total Chaos

Confused characters will attempt to "fight" an allied character (including themselves). But what happens if all battle members just happen to be Invisible? Unable to find anything to turn their confusion against, the poor character runs off randomly.

No.49: Faulty Concurrence?

A Concurrence attack performed after a Quickening will damage all of the enemies around the initially targeted enemy. However,this isn't the case when fighting a boss with minions. If theQuickening damage kills the boss, the battle will end before the surrounding minions are defeated and you won't receive the LP for them.

No.50: Keeping InactiveCreatures Inactive

You can damage inactive enemies by the surroundingConcurrence damage from a Quickening aimed at a different monster without becoming active. You can use this strategy to defeat powerful inactive monsters, such as the Wild Saurian, even when your party is still quite weak.

No.51: Repeatedly Steal from an Enemy

Since you can only steal once from each enemy, after Steal is successful you normally need to go at least two zones away and cause the enemy to respawn before you can steal again. Bosses and marks are an exception to this rule, though.Simply go into a neighboring area to steal from them again. Near the start of the game you can use this technique to repeatedly steal the Glass Jewel (which can be sold for 115 gil) during the Wraith hunt.

In addition, there are some bosses and marks that you can steal from multiple times without having to go to another Zone.

Enemy	Conditions
Rook x4	Defeat a Rook (only after defeating first Rook)
Dr. Cid (2nd fight)	Reduce HP to less then 50%
Gabranth (1st fight, 2nd fight)	Reduce HP to less then 50%
Gilgamesh (1st time)	Each time HP reduced by 20% of MAX (can steal once at 80%, 60%, 40% and 20%)
Gilgamesh (2nd time)	Each time HP reduced by 20% of MAX (can steal once at 80%, 60%, 40% and 20%)
Shadowseer	When enemy calls Pandemonium

Monsters

No.56: Lv. 99 Red Chocobo

Red and Black Chocobos normally roam the Haulo Green area of the Ozmone Plains. However, if you meet a specific set of requirements, a chocobo called Lv. 99 Red Chocobo may appear. When defeated, this titan can drop valuable items such as a Ribbon or Gemsteel.

After gaining free use of the Strahl,travel to the Ozmone Plains area and defeat six or more Red and Black Chocobos,thenenter or reenter the Haulo Green area. Upon arrival there is a 1 in 256 chance for the Lv.99 Red Chocoboto appear. If the enemy does not show up, simply go two zones away (Dagan Flats) and return. Keep in mind this can take a very long time.

No.57: One-Time Attacks Repeated

The Flowering Cactoid's Thousand Needles or Feral Retriever's Balance are attacks that these monsters should only be able to use once per battle. However, if you move far away from that enemy, or if all current battle members are knocked out after these attacks have been used,the enemycan use the attack again.

No.58: Exp from Allies

Fundamentally, there are no merits for defeating the allies who fight with you on the field, such as the Dalmascan soldiers. However, it is possible to garner a few experience points and gil if you defeat certain allies at the following levels.

Ally	Location	Party Lv	EXP
Rabanastre Watch	Dalmasca Westersand	4	20
	Dalmasca Estersand	5	—
Bangaa Hunter	Giza Plains (The Dry)	4	—
Garif Hunter	Giza Plains (The Rains)	22	—
Seeq Fisher	Phon Coast	37-38	145-290

No.59: Level 99 Monsters

Some monster actions, such as Cannibalize or Mystery Waltz, raise the monster's level. Furthermore, it is possible for monsters with these actions to use them enough times to reach level 99. Note that the Wild Saurian only consumes nearby wolves while in its inactive "friendly" state.

No.60: Pushy Chocobos

Vaan and the others can push monsters around by walking into them, but some heavier monsters (such as the Clay Golems or Slaven Wilders) only move a small bit. To move them further, simply hop onto a chocobo. When riding a chocobo,it's possible to push around all enemies—no matter how heavy they are.

No.61: Overcome Orthros's Dislike of Men

Elite Mark Orthros has an affinity for women. Normally, he won't appear unless you have a party consisting of nothing but women. As long as Fran, Penelo, and Ashe are your main party members, bringing either Larsa or Reddas along as a guest member won't cause Orthros to hide.

No.62: Monsters' Natural Healing

Monsters that have lost sight of your party gradually recover HP over time. Even monsters such as Hell Wyrm and Yiazmat, which won't regain HP when the party exits the zone,aren't exceptions to this rule.

No.63: Decoy and the Ba'Gamnan Clan

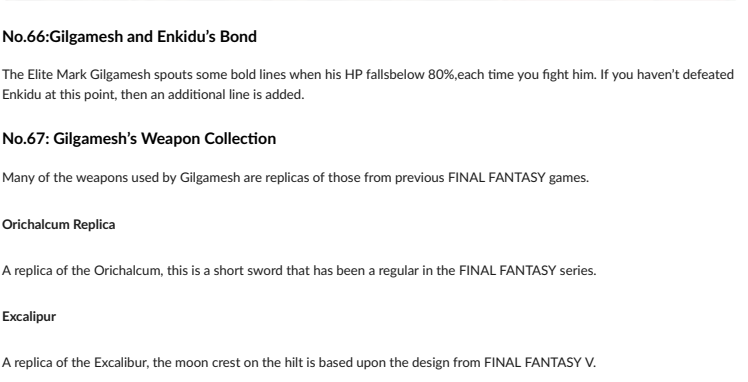
Of all the monsters in the game, the only ones incapable of nullifying Decoy status are the Ba'Gamnan Clan (Ba'Gamnan, Bwagi, Gijuk, and Rinok). Cast Decoy on an ally in Reflect status and bounce the spell onto one of them to get things started. In theory, they should now begin to tear each other apart, right? Wrong. They will continue their attack as though nothing has changed. On top of this, your own battle members ignore their Gambits and attack the Decoy enemy.

No.64: Unique Mandragora Endings

You will fight five monsters called the Mandragoras in the Hall of Lambent Darkness area of the Sochen Cave Palace. You can defeat them in any order, but depending on the one you defeat last, the beginning of the event scene that plays immediately after the battle changes slightly. You can see each of the different Mandragoras' unique personalities depending on which of them goes down last.

No.65: Basch and Gabranth

The second battle with Judge Gabranth takes place in the Central Lift area of Sky Fortress Bahamut. When his remaining HP falls below 50%, he responds by speaking a few lines.The content can change depending on whether or not Basch is in your party.



No.66:Gilgamesh and Enkidu's Bond

The Elite Mark Gilgamesh spouts some bold lines when his HP fallsbelow 80%,each time you fight him. If you haven't defeated Enkidu at this point, then an additional line is added.

No.67: Gilgamesh's Weapon Collection

Many of the weapons used by Gilgamesh are replicas of those from previous FINAL FANTASY games.

Orichalcum Replica

A replica of the Orichalcum, this is a short sword that has been a regular in the FINAL FANTASY series.

Excalipur

A replica of the Excalibur, the moon crest on the hilt is based upon the design from FINAL FANTASY V.

Excalibur XII

This is a replica of the Holy Sword Excalibur. This one is also based on the FINAL FANTASY V model, but this one has a sun emblem on the hilt.

Steel Cutter Replica

A replica of the Steel Cutter blade used by the summon monster Odin. It has a blue-black blade with an unnerving face set into it.

Buster Sword Replica

A replica of the Buster Sword, this mighty blade was used by Cloud, the main character from FINAL FANTASY VII.

Gunblade Replica

This is a replica of the Gunblade used by Squall in FINAL FANTASY VIII. There is a small chocobo printed on the blade.

Brotherhood Replica

This is a replica of the Brotherhood sword used by Tidus in FINAL FANTASY X.

Legendary Sword

A replica of the Legendary Sword found in Dragon Warrior I – III.

No.68: Knock Back

When using the Attack command,"knock back" can sometimes occur.This means that the enemy is pushed back a little after being hit. If the knock back occurs on the blow that kills an enemy, you will seea special animation of the enemy being sent flying. This does not work on monsters larger than a human,though.

No.69: Panicky Malboro Minions

When fighting the Wild Malboro mark, ignore its smaller minions and insteaddefeat the Wild Malboro first. With their leader history, the other Malboros fall into a panic and simply stop attacking.

No.70: Bestiary

You can view all monsters you have previously defeated in the Clan Primer Bestiary. There is background and trivia about the monster, as well as Ivalice at large. You can unlock extra info by defeating more of that type of monster.

Items

No.71: Victory Celebrations

After defeating a tricky boss or mark, you will hear the traditional FINAL FANTASY battle victory music. When you hear this sound, watch what your character's reactions very closely. They will celebrate with their favorite weapons.

No.72: Lost Note and Secret Stash

In the Phase 2 Digpoint area of Henne Mines, you can find aDiscarded piece of paper. This is actually a fragment from the diary of one of the workers in the mine.Read it to learn that a worker's secret stash is hidden in the mine. The hint states to go"around 4." In other words, go somewhere near the Special Charter Shaft area, which looks like a "4" on the map. Search around hereto find thetreasure ofBacchus's Wine x3 and Megalixir x2.

No.73: Mega Fang Damage

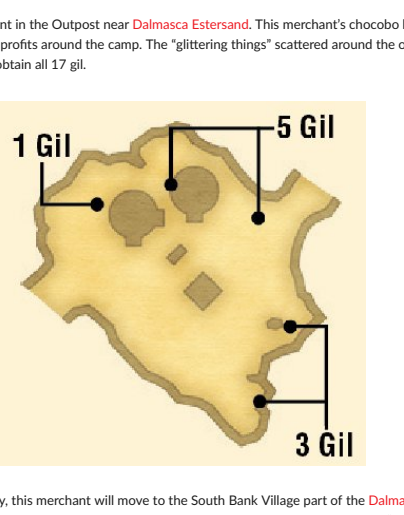
The Rime Fang, Soleil Fang, and Lightning Fang items normally deal damage equivalent to 25% of the target's Max HP. Depending on how it is used, though, it is possible to deal damage that is greater than 100% of the target's HP. To do so, equip a Pheasant Netsuke and a weapon that strengthens the attribute of the Fang you're using, then attack the target's weak point. Doing so deals more damage than 100% of the target's HP and allows you to defeat it in a single attack.

No.74: No Mist Charge Recovery

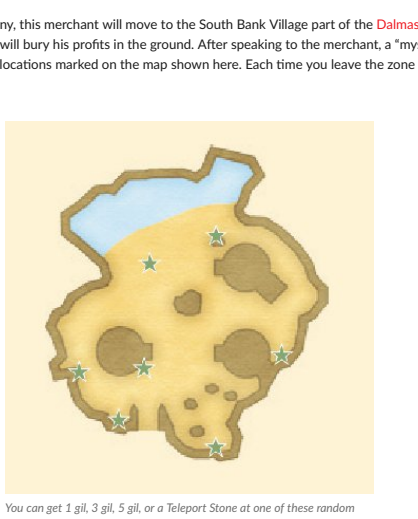
If one of your characters has the Goddess Tear or Dawn Shard equipped and a different character triggers a Quickening, the character with the MP 0 item equipped cannot participate in the Quickening combo. During the Quickening combo attack, these items deny those characters the ability to select the Mist Charge command to prepare their Mist Charges for attack.

No.75:The Unlucky Merchant

You can find an Unlucky Merchant in the Outpost near Dalmasca Estersand. This merchant's chocobo loves to scatter gil around, and has buried all of his profits around the camp. The "glittering things" scattered around the outpost are actually his profits. Follow the map here to obtain all 17 gil.



After the Inauguration Ceremony, this merchant will move to the South Bank Village part of the Dalmasca Estersand. Even at this new location, his chocobo will bury his profits in the ground. After speaking to the merchant, a "mysterious glint" will randomly appear in one of the locations marked on the map shown here. Each time you leave the zone and return, the random item will reappear.



You can get 1 gil, 3 gil, 5 gil, or a Teleport Stone at one of these random locations.

No.76: Overpriced Bazaar Goods?

Among the items you can obtain through the Bazaar are several items that you can find in the shop. In most cases, it is cheaper to obtain these through trading. These include the "Soul of the Fire Bird" which costs 980 gil more than just buying the 25 Phoenix Downs included in the package, as well as the "Flask of Viscous Liquid," which is a Hi-Ether overpriced by an alarming 10,890 gil!

No.77: Attack Motion and Stance Variety

While each character is locked into two Jobs per game, everyone is capable of using any weapon. If you make a second run through, or simply save before assigning jobs, pay attention to how each character holds their weapons. Everyone has their own different stance and style!

Variety

No.78: A Very Familiar Face

Montblanc, the head of Clan Centurio, is actually a well-known denizen of the world of Ivalice! He first appeared before FFXII in Final Fantasy Tactics Advance, which may not explicitly be an official part of the tales of Ivalice. After Final Fantasy XII, he returns and then continues to run Clan Centurio in Final Fantasy Tactics A2: Grimoire of the Rift, and these further adventures are definitely official. Vaan and Penelo can even join Clan Centurio and Montblanc once again in that game!

No.79: A.K.A (Changing Names)

When you approach characters with whom you can converse, their names appear above their head. For some characters, however, this name will change. In the Highgarden Terrace area of Archades, for example, one of the characters named Archadian Gentry turns out to be the owner of the Hunt Club after you talk to him, and his name switches to Hunt Club Owner.

No.80: The Jovial Seeq's Lost Laugh

There is a store near the other side of the civilian house in the North Sprawl of Rabanastre Lowtown that resembles a weapons shop. Inside you will find a seeq with the name Jovial Seeq. As his name implies, he is almost always laughing loudly. However, if you visit him at a certain time, he won't be laughing. This occurs after you have escaped from the Barheim Passage, but before you have completed the Waterway Haunting hunt. The hiding child mentioned by Milha, the mission's client, is actually Deeg, this seeq's son. After you complete the Wraith hunt, his spirits pick up once again.

No.81: Reunite with Jinn in Rabanastre

During the story, the rainy season first comes to Giza after you obtain the Dawn Shard. If you go to theSouthern Plaza section of Rabanastre at this point, you can meet Jinn. Talk to him and he explains that the rainy season has come, and that there is no one in the nomad settlement.

No.82: Gurdy Takes to the Sky

After obtaining the Sword of Kings but prior to defeating Judge Bergan, the chocobo rental owner Gurdy disappears from theSand-strewn Pass in the Mt Bur-Omisace. Rotate the camera down and look up into the sky to find out where she is!

No.83: The Moogles Eight

The Moogles Eight are doing their dance near the bridge at Old Archades. What you may not notice, though, is that as you examine the dancing moogles, the camera cycles between three different viewpoints beginning with the view from above and in front, switching the view from above and behind, and finally getting down at their level for a close-up view.

No.84: The Face of Imperials

Find the Imperial Soldier picking over the wares in front of the weapon shop in the West Ward area of the Nalbina Fortress. Although Archadian Soldier'snormally have their visors down, this one's visor is wide open. Rotate the right stick to see his face.

No.85: The Chocobo Who Loves People

Chocobos in rental pens normally ignore Vaan and his friends. However, the friendly chocobos found inthe West Barbican area of the Nalbina Fortress are an exception to this rule. If they notice Vaan and his friends, they will move over to them.

No.86: Psychedelic Cúchulainn

Cúchulainn has a crazy special effect that gives him his unique look. Summon him and cast Vanish on him to make him look even crazier!

No.87: Pedestrians and Espers

If you are in Summon Beast mode in the West Barbican area of the Nalbina Fortress, pedestrians may bump into the Summon Beast. You would expect them to go flying away, but they actually just continue on their way.

No.88: Viewing the Zone Beyond

Approach almost any zone break line (the dotted line that separates two zones) and you'll notice that the area on the other side is nearly as detailed as it looks after passing over the zone line. Also, pay attention to the zone line in areas where townspeople are traveling in between zones. You can watch them travel to the other side and actually catch up with them if you follow them through the zone!

No.89: Dangling Moogles

Moogles across the land have a variety of cute poses. Of special note are the moogles hanging from the sides of shop counters and banisters. These little guys are sometimes hanging just a few feet from the ground, but they're kicking their legs as if their life depends on it.

No.90: Save 1100 Gil!

After escaping Rabanastre and entering the Garamsythe Waterway, Balthier and Fran join the party, bringing with them Cure, Fire and First Aid. As such, you can obtain these for free at this point in the story without purchasing them from a shop.

No.91: The Ultimate Combo!

If you select Attack with certain weapons, a combo may occur where multiple attacks are performed one after another. The maximum number of combo attacks is 12, and if all of themconnect, the final attack count number will be displayed larger than usual.

No.92: Changing Stopping Animation

Press the left stick for less than three seconds, then release it. You'll notice that your party leader stops suddenly in his tracks. Now try pressing on the left stick for longer than three seconds and releasing it. This causes your lead character to bend a bit at the knees upon stopping.

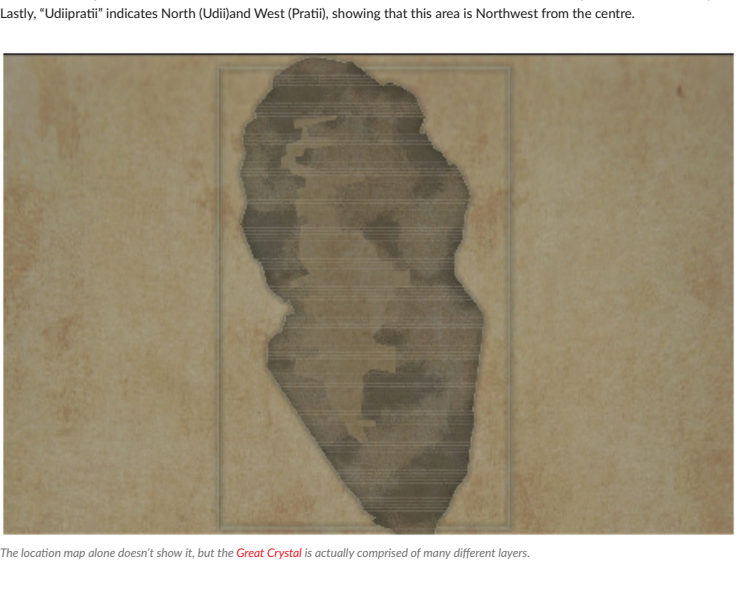
No.93: Airship Crew

If you select "By Leisure Craft" when flying, the names of the crew are announced upon take off. The crew's names are fixed for each possible route. The names of the Captain and Chief Steward are often taken from the names of the cities between which the routes fly. Also note that the coloring of the female crews' uniforms are also different, depending on the route.

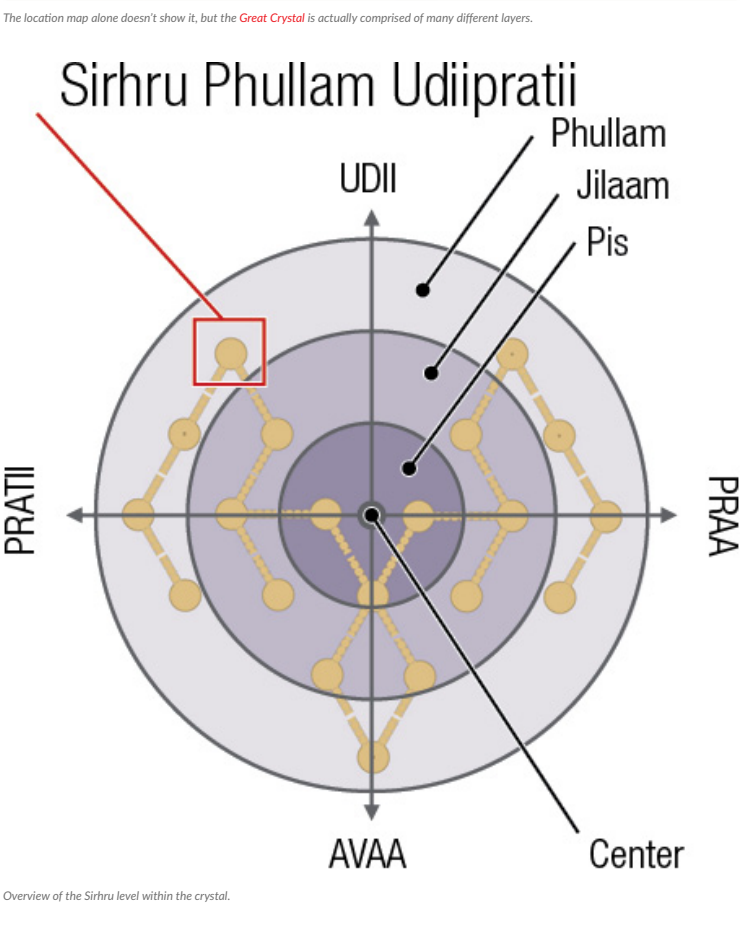
No.94: SECRETS OF THE GREAT CRYSTAL

Each zone in the Great Crystalhas a peculiar name. Although they may appear meaningless, each name has a meaning that helps to identify where in the Great Crystal that zone is located.

Let's take the Sirhru Phullam Udiipratii, as an example. "Sirhru" indicates the layer. Use the following chart to determine that Sirhru means Silurian, which indicates that this area is on the higher layers away from the core. The "Phullam"section of the name corresponds to Phloem, which indicates the distance from the core (Phloem is the furthestpossible distance away). Lastly, "Udiipratii" indicates North (Udii)and West (Pratii), showing that this area is Northwest from the centre.



The location map alone doesn't show it, but the Great Crystal is actually comprised of many different layers.



Overview of the Sirhru level within the crystal.

Name	Meaning	Great crystals defined
Peak	Peak	Crystal Peak is obviously the top. Kanbhru, Vikaari, Sirhru, Dhebon, Kabonii, Bhrum, Trahk and Jula are all named after prehistoric periods, with the oldest period coming highest inside Great Crystal. Crystal Core is obviously the central core.
Kanbhru	Cambrian	
Vikaari	Ordovician	
Sirhru	Silurian	
Dhebon	Devonian	
Kabonii	Carboniferous	
Bhrum	Permian	
Trahk	Triassic	
Jula	Jurassic	
Core	Core	
Prama	Ground	Crystal Ground is where the teleporter links you with Giruvegan.
Pis	Pith	Pis, Jilaam and Phullam indicate the interior, central part, and exterior part of a plant, and are used to show distance from the core inside Great Crystal as indicated on the nearby diagram of the Sirhru region
Jilaam	Xylem	
Phullam	Phloem	
Udii	North	Udii, Avaa, Praa and Pratii indicate North, South, East and West direction in relation to the core.
Avaa	South	
Praa	East	
Pratii	West	
A	Up	A, Dha and Vikaari are used to indicate where a teleporter will take you. "A Vikaari" means move up a layer and Dha Vikaari means to move down a layer.
Dha	Down	
Vikaari	Shift	
Sthaana	Set	Sthaana indicates a location with a wall control switch.

No.95: A Unique Scene for Ashe

After defeating Gilgamesh, he sneaks up and tries and take the legendary sword that is stuck in the ground. When this occurs, the current party leader senses Gilgamesh's presence and turns around, then gets a puzzled look on his face after turning back. If Ashe is your party leader, she acts differently than the others. Ashe places her left hand on her chin, then tilts her head as if thinking.

No.96: Special Boss Rewards

After defeating certain monsters (mainly bosses), Montblanc passesalonggil and thanks from across the world that have been entrusted to him by individuals or organizations to hand out as a reward for a job well done.

Monster	Thanks Received From…
Flan x4	Rabanastre Rulers
Firemane	Rabanastre Healers
Mimic Queen	Rabanastre Girl
Demon Wall (Front)	Ancient Ruins Study Group
Demon Wall (Interior)	Ancient Ruins Study Group
Earth Tyrant	Merchant Caravan
Tiamat	Henne Miners
Elder Wyrm	Viera Guard
Vinuskar	The Platinum Guild
King Bomb	Salikawoods' Patrol
Ahriman	Barkeep
Mandragora	Mandragora Friends Association
Hell Wyrm	Montblanc
Rafflesia	Garif Warrior
Daedalus	Montblanc
Tyrant	Montblanc
Hydro	Clan Buckaboo
Humbaba Mistant	Nabreus People
Fury	Nabreus People
Belias	Minstrel
4 Espers	Minstrel
8 Espers	Minstrel
All 13 Espers	Minstrel

No.97: Different Airship Scenes

Both the Strahl and airship terminal methods of transportation include a special takeoff event that lasts just a few moments. Depending on certain factors, these events will vary.

Strahl

Takeoff is shown from three random camera angles. Also, weather affects the takeoff view. If it's raining, the sky will seem cloudy and you can watch the rain bounce off the Strahl as it takes to the skies.

Airship Terminal

When flying out of an airship terminal, you may notice that different people on the ground see you off depending on which terminal you're leaving from.

Departure	Departure friends
Rabanastre	Bangaa, hume male, hume female
Nalbina Fortress	Bangaa with a box on his shoulder, Imperial
Bhujerba	Hume male, 1 or 2 moogles, Bhujerba guide
Archades	A hume family (father, mother, and son)
Balfonheim Port	2 pirates, hume male waiting for luggage

No.98: Moogling Attendants' Special Actions

In Rabanastre, there is a useful teleport service run by a Moogling Attendant. When you first speak to them, they look up in excitement as you make your selection. Upon choosing a location, the Moogling Attendant bows down, then quickly jumps up, and waves goodbye. When you finally arrive at your destination, the Moogling Attendant there gives you another wave of introduction.

No.99: Chocobo Riders

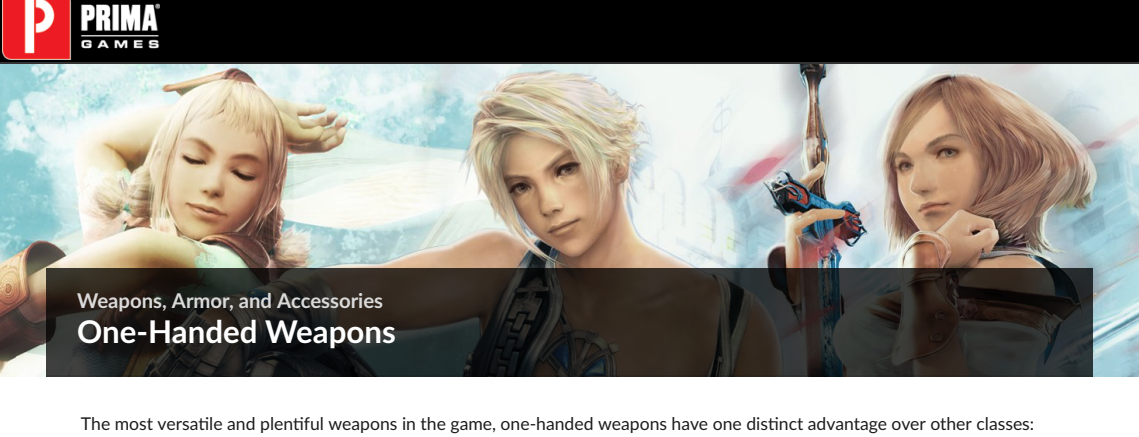
Vaan stands in for your entire party when in a town or city, regardless of who your party leader is. However, this isn't the case when your party is riding chocobos. Select any party member as your leader and hop onto a chocobo. You'll notice that the lead party member you chose is riding the Chocobo instead of Vaan. Once you're on a chocobo, you can't change your lead party member until you hop off the chocobo.

No.100: Fiery-eyed Chocobos

Hop on a chocobo and press the ⊗ button to sprint. Swing the camera around to the front and stare into the giant bird's eyes. They're a glowing red color!

BONUS:

Certain zones that had scrambled or hidden minimaps may now be revealed with the map overlay (L3). This is extremely useful in the Pharos challenge where the player must choose between losing Attacks, Magicks, Items, or Minimap.



Weapons, Armor, and Accessories

One-Handed Weapons

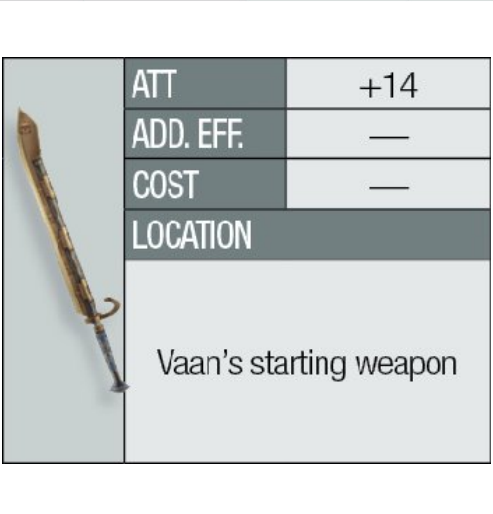
The most versatile and plentiful weapons in the game, one-handed weapons have one distinct advantage over other classes: they allow the use of a shield. This feature greatly enhances survivability, especially when coupled with the Gauntlets accessory.

Swords

Swords are perhaps the most basic one-handed weapon, offering a solid mix of speed, consistency, and power. Your character's strength, the sword's attack rating, and the enemy's defense affect a sword's damage potential. All swords except for the Stoneblade add 5 to Evasion.

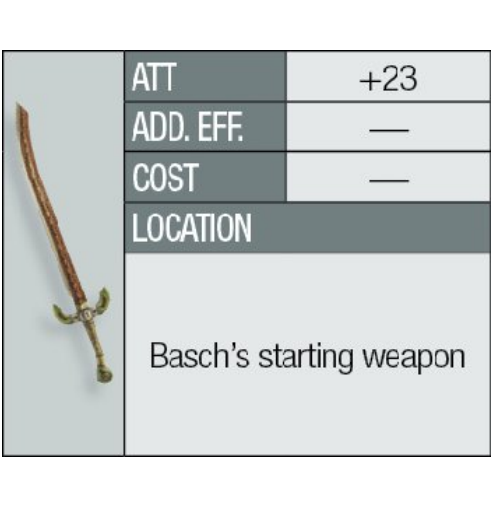
SWORDS 1 | SWORDS 2 | SWORDS 3 | SWORDS 4 | SWORDS 5 | SWORDS 6 | SWORDS 7 | SWORDS 8 | SWORDS 9 | BLOOD SWORD | KARKATA

Mythril Sword



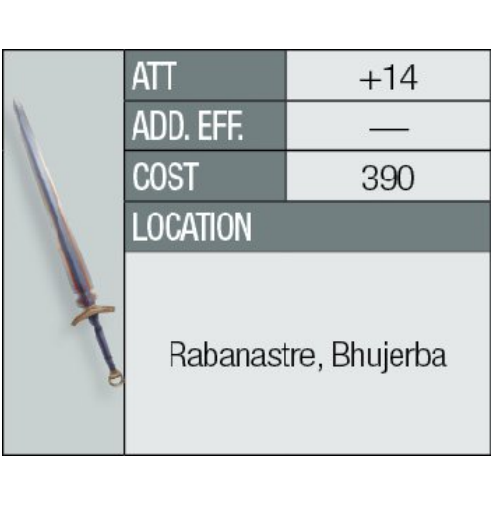
ATT	+14
ADD. EFF.	—
COST	—
LOCATION	
Vaan's starting weapon	

Mythril Blade



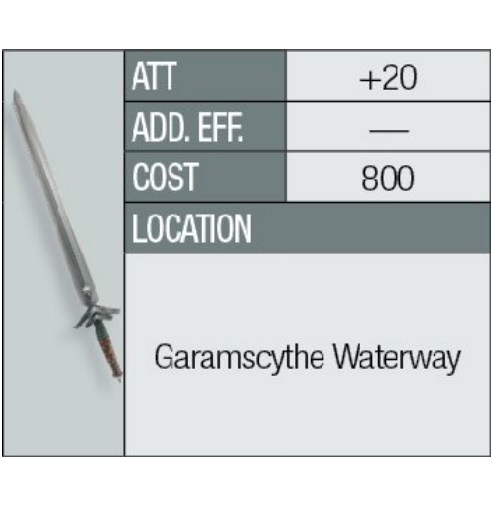
ATT	+23
ADD. EFF.	—
COST	—
LOCATION	
Basch's starting weapon	

broadsword



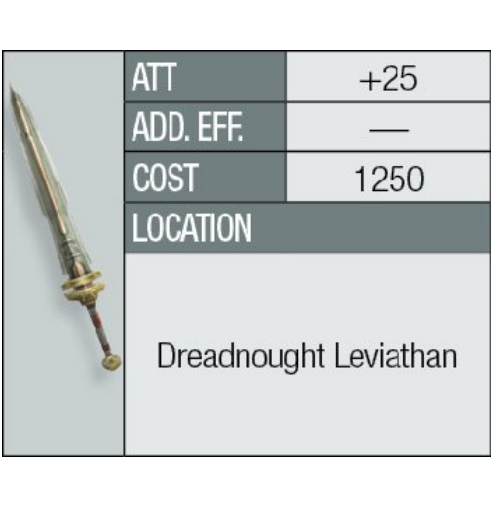
ATT	+14
ADD. EFF.	—
COST	390
LOCATION	
Rabanastre, Bhujerba	

Longsword



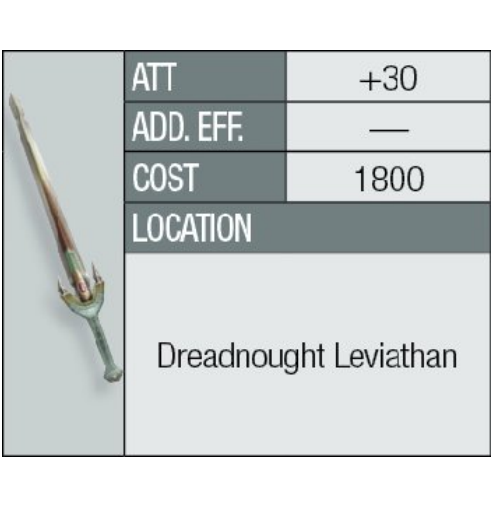
ATT	+20
ADD. EFF.	—
COST	800
LOCATION	
Garamscythe Waterway	

Iron Sword



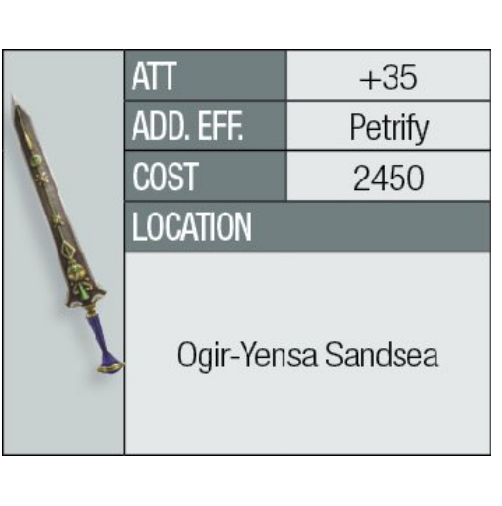
ATT	+25
ADD. EFF.	—
COST	1250
LOCATION	
Dreadnought Leviathan	

Zwill Blade



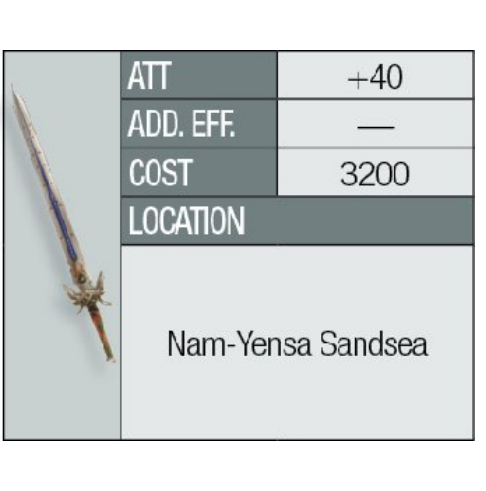
ATT	+30
ADD. EFF.	—
COST	1800
LOCATION	
Dreadnought Leviathan	

Ancient Sword



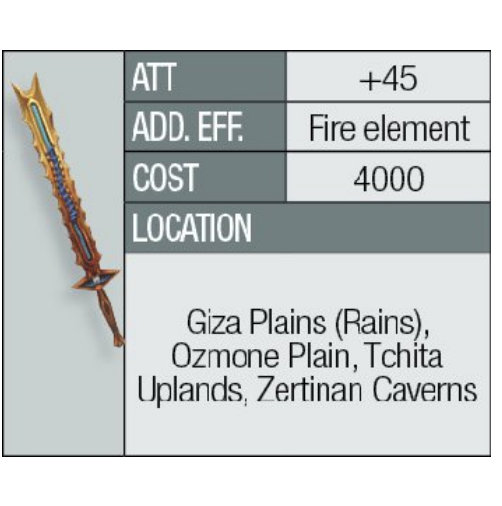
ATT	+35
ADD. EFF.	Petrify
COST	2450
LOCATION	
Ogir-Yensa Sandsea	

Lohengrin



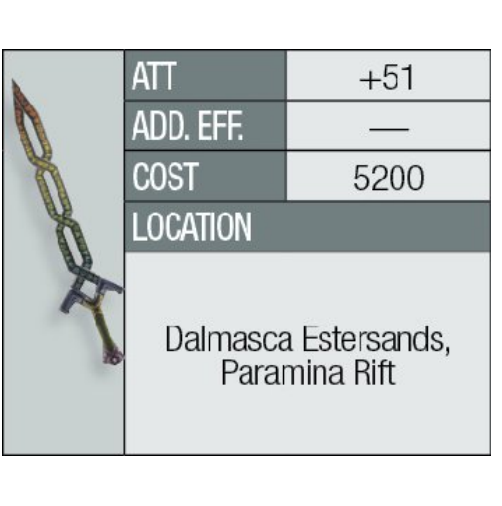
ATT	+40
ADD. EFF.	—
COST	3200
LOCATION	
Nam-Yensa Sandsea	

Flametongue



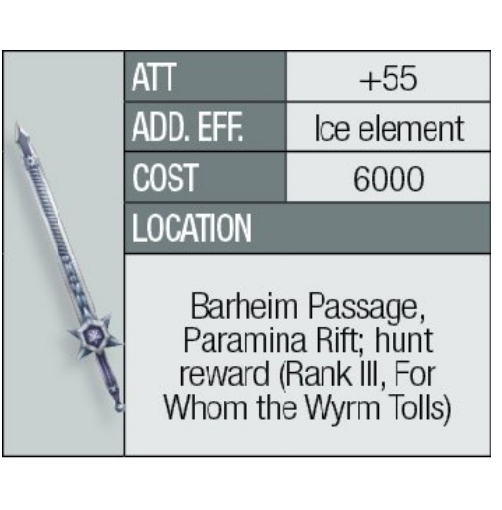
ATT	+45
ADD. EFF.	Fire element
COST	4000
LOCATION	
Giza Plains (Rains), Ozmone Plain, Tchita Uplands, Zertinan Caverns	

Demonsbane



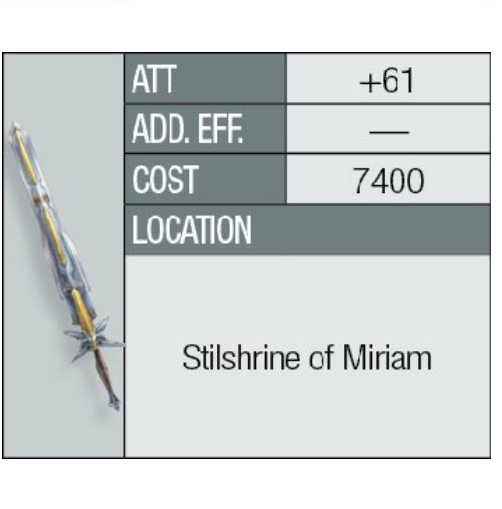
ATT	+51
ADD. EFF.	—
COST	5200
LOCATION	
Dalmasca Estersands, Paramina Rift	

Icebrand



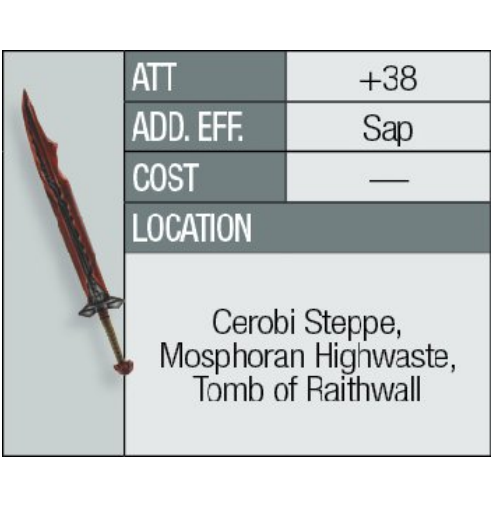
ATT	+55
ADD. EFF.	Ice element
COST	6000
LOCATION	
Barheim Passage, Paramina Rift; hunt reward (Rank III, For Whom the Wyrm Tolls)	

Platinum Sword



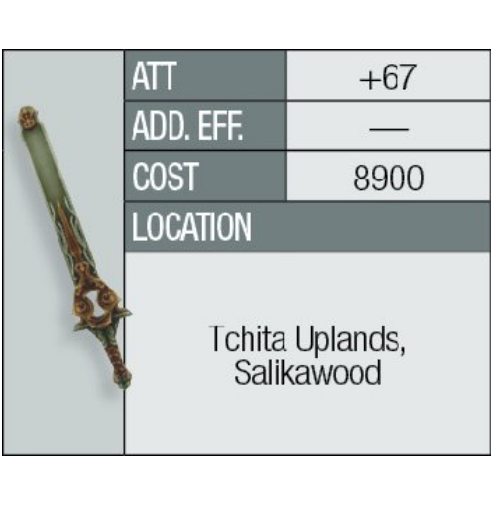
ATT	+61
ADD. EFF.	—
COST	7400
LOCATION	
Stilshrine of Miriam	

Blood Sword



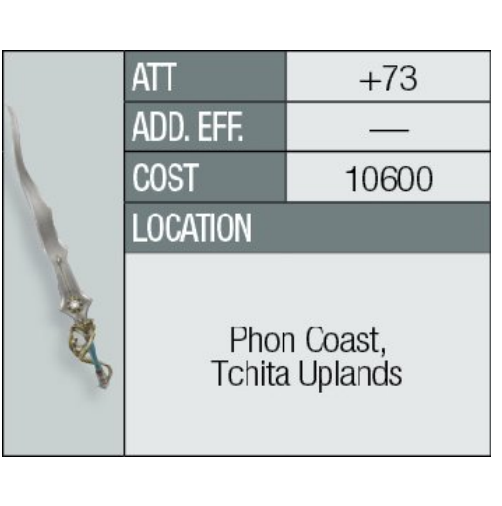
ATT	+38
ADD. EFF.	Sap
COST	—
LOCATION	
Cerobi Steppe, Mosphoran Highwaste, Tomb of Raithwall	

Bastard Sword



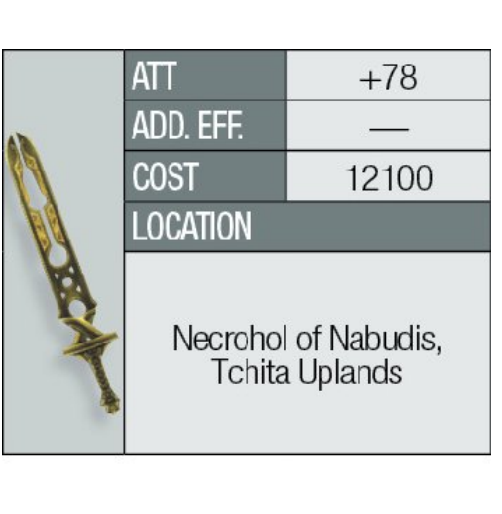
ATT	+67
ADD. EFF.	—
COST	8900
LOCATION	
Tchita Uplands, Salikawood	

Diamond Sword



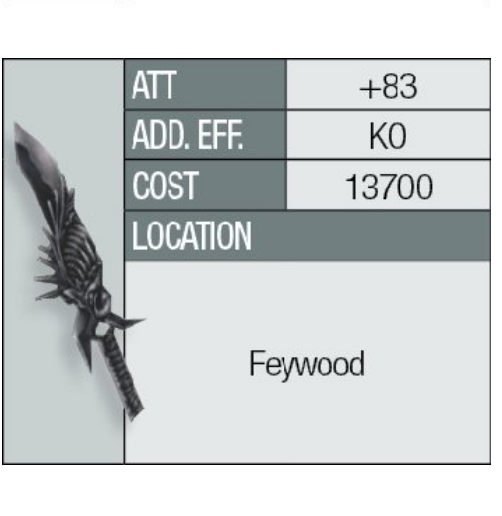
ATT	+73
ADD. EFF.	—
COST	10600
LOCATION	
Phon Coast, Tchita Uplands	

Runeblade



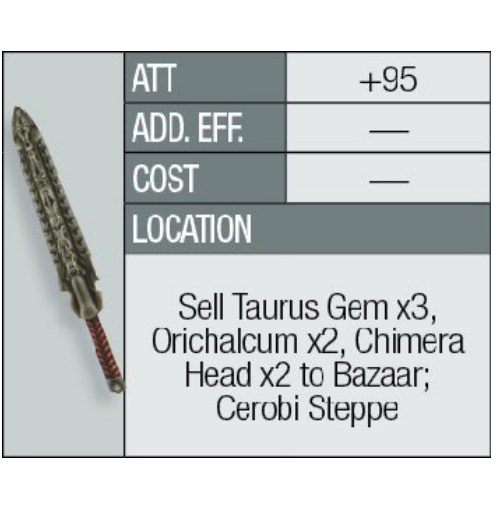
ATT	+78
ADD. EFF.	—
COST	12100
LOCATION	
Necrohol of Nabudis, Tchita Uplands	

Deathbringer



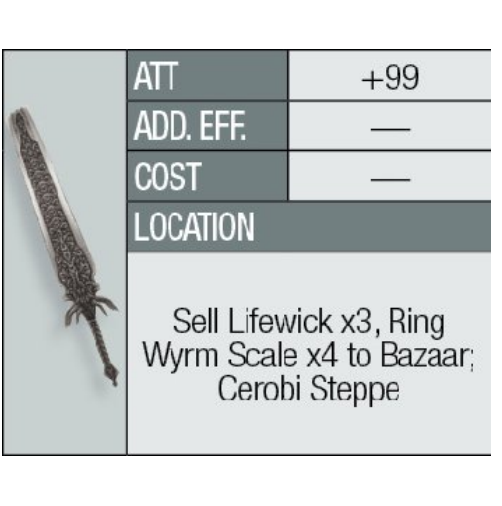
ATT	+83
ADD. EFF.	KO
COST	13700
LOCATION	
Feywood	

Stoneblade



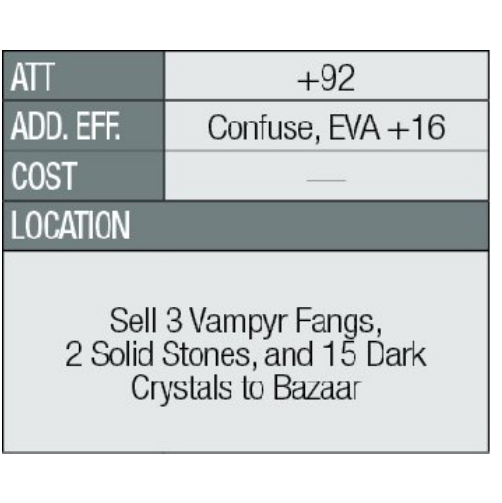
ATT	+95
ADD. EFF.	—
COST	—
LOCATION	
Sell Taurus Gem x3, Orichalcum x2, Chimera Head x2 to Bazaar; Cerobi Steppe	

Durandal



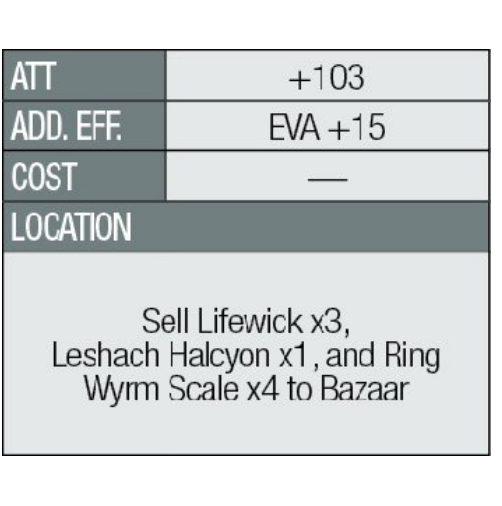
ATT	+99
ADD. EFF.	—
COST	—
LOCATION	
Sell Lifewick x3, Ring Wyrm Scale x4 to Bazaar; Cerobi Steppe	

karkata



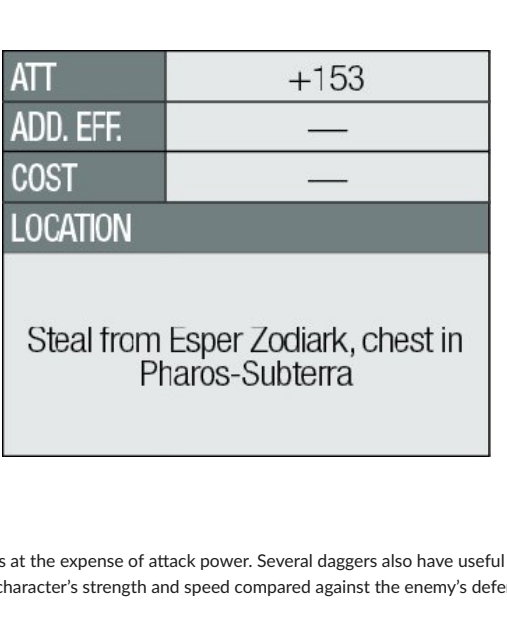
ATT	+92
ADD. EFF.	Confuse, EVA +16
COST	—
LOCATION	
Sell 3 Vampyr Fangs, 2 Solid Stones, and 15 Dark Crystals to Bazaar	

Simha



ATT	+103
ADD. EFF.	EVA +15
COST	—
LOCATION	
Sell Lifewick x3, Leshach Halcyon x1, and Ring Wyrm Scale x4 to Bazaar	

Great Trango



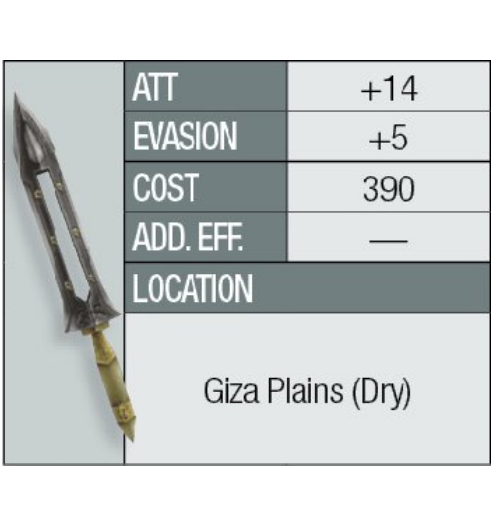
ATT	+153
ADD. EFF.	—
COST	—
LOCATION	
Steal from Esper Zodiark, chest in Pharos-Subterra	

Daggers

Daggers gain speed over swords at the expense of attack power. Several daggers also have useful additional effects. A dagger's damage is determined by your character's strength and speed compared against the enemy's defense.

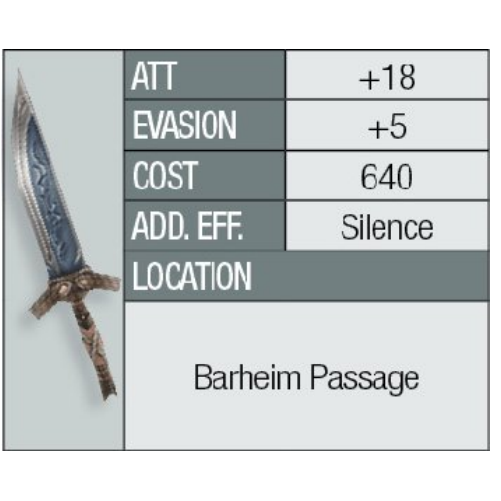
DAGGERS 1 | DAGGERS 2 | DAGGERS 3 | DAGGERS 4 | DAGGERS 5 | DAGGERS 6 | SHIKARI NAGASA & MINA

Dagger



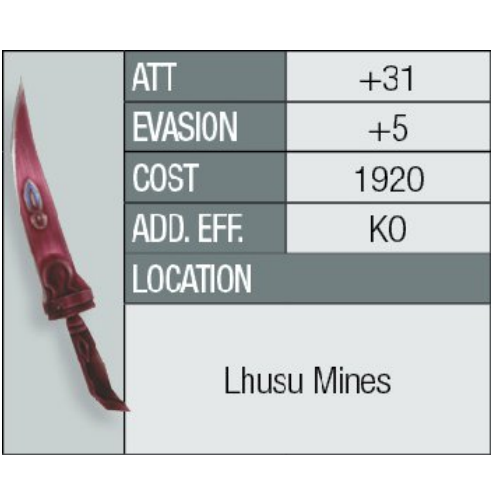
ATT	+14
EVASION	+5
COST	390
ADD. EFF.	—
LOCATION	
Giza Plains (Dry)	

Mage Masher



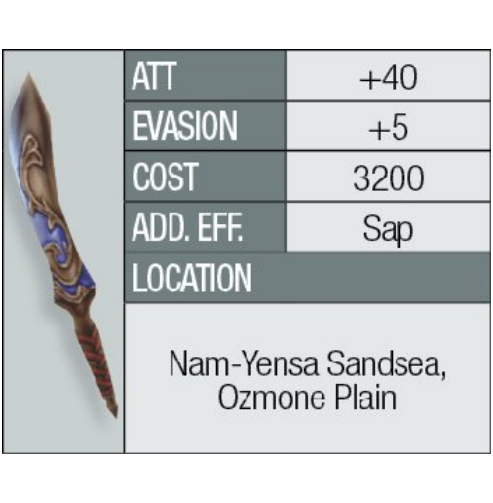
ATT	+18
EVASION	+5
COST	640
ADD. EFF.	Silence
LOCATION	
Barheim Passage	

Assassin's Dagger



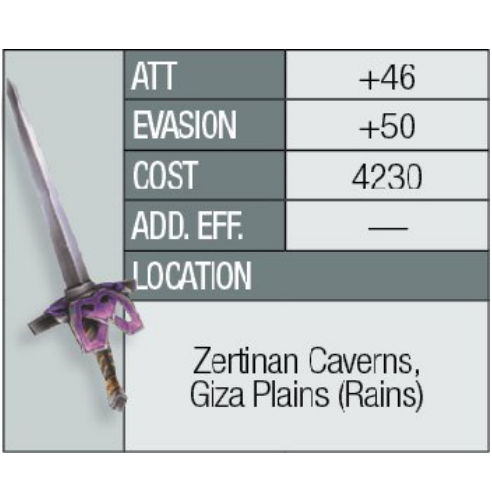
ATT	+31
EVASION	+5
COST	1920
ADD. EFF.	KO
LOCATION	
Lhusu Mines	

Chopper



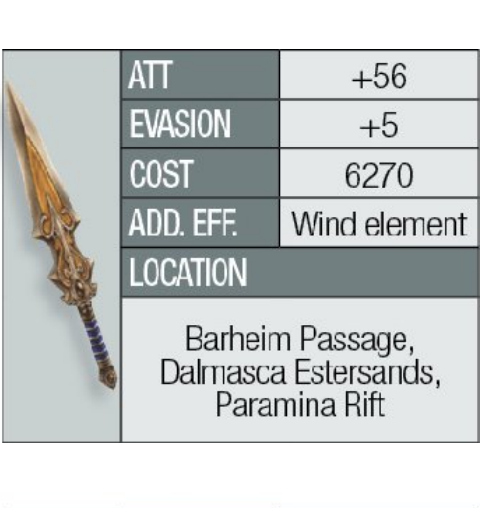
ATT	+40
EVASION	+5
COST	3200
ADD. EFF.	Sap
LOCATION	
Nam-Yensa Sandsea, Ozmone Plain	

Main Gauche



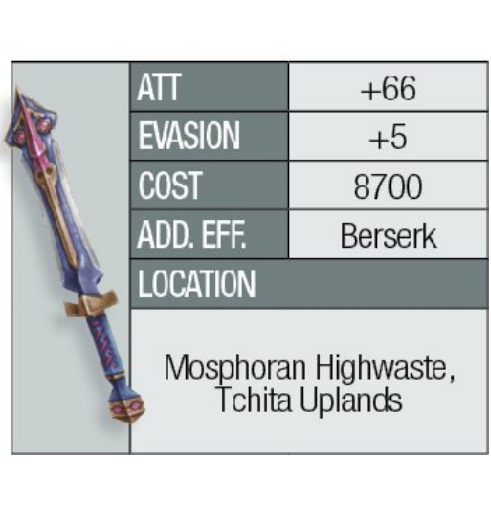
ATT	+46
EVASION	+50
COST	4230
ADD. EFF.	—
LOCATION	
Zertinan Caverns, Giza Plains (Rains)	

Gladius



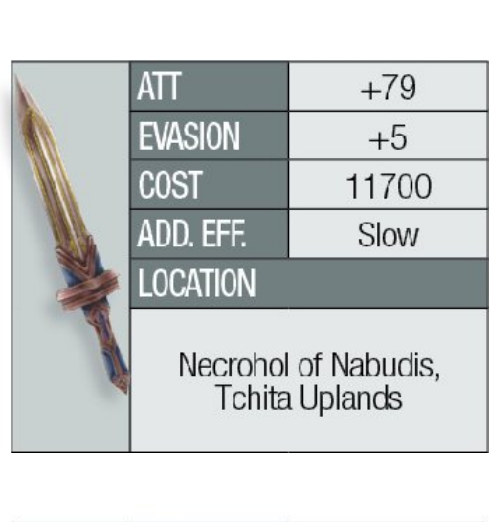
ATT	+56
EVASION	+5
COST	6270
ADD. EFF.	Wind element
LOCATION	
Barheim Passage, Dalmasca Estersands, Paramina Rift	

Avenger



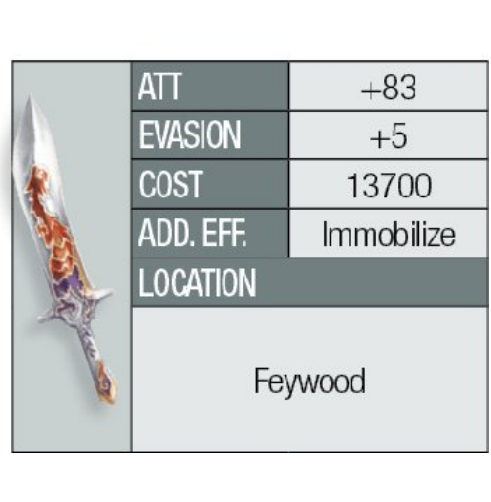
ATT	+66
EVASION	+5
COST	8700
ADD. EFF.	Berserk
LOCATION	
Mosphoran Highwaste, Tchita Uplands	

Orichalcum Dirk



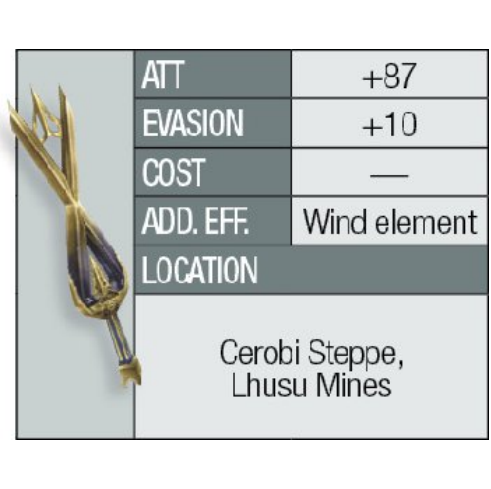
ATT	+79
EVASION	+5
COST	11700
ADD. EFF.	Slow
LOCATION	
Necrohol of Nabudis, Tchita Uplands	

Platinum Dagger



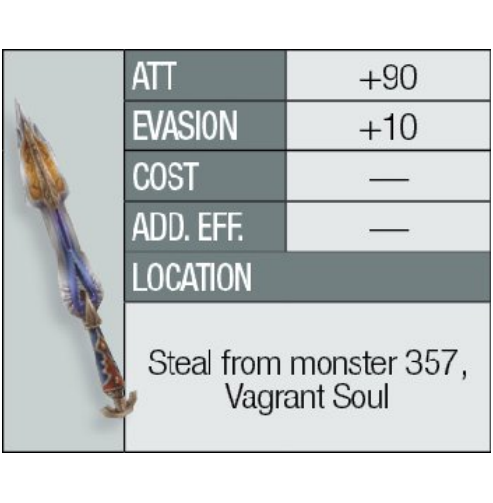
ATT	+83
EVASION	+5
COST	13700
ADD. EFF.	Immobilize
LOCATION	
Feywood	

Zwill crossblade



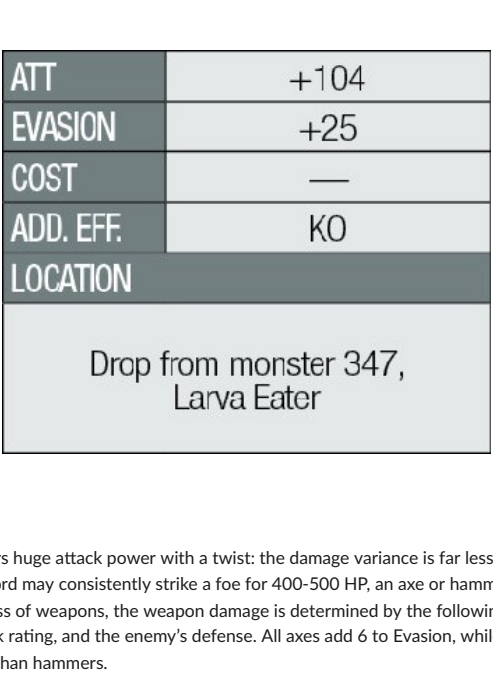
ATT	+87
EVASION	+10
COST	—
ADD. EFF.	Wind element
LOCATION	
Cerobi Steppe, Lhusu Mines	

Shikari Nagasa



ATT	+90
EVASION	+10
COST	—
ADD. EFF.	—
LOCATION	
Steal from monster 357, Vagrant Soul	

Mina



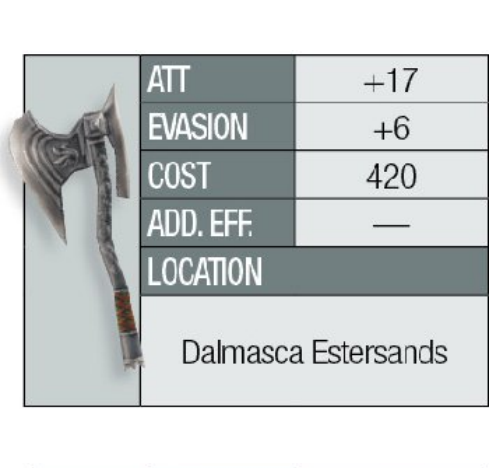
ATT	+104
EVASION	+25
COST	—
ADD. EFF.	KO
LOCATION	
Drop from monster 347, Larva Eater	

Axes & Hammers

The axe and hammer class offers huge attack power with a twist: the damage variance is far less consistent than compared to other weapons. Although a sword may consistently strike a foe for 400-500 HP, an axe or hammer may strike that same foe for 800 HP... or 30 HP! For this class of weapons, the weapon damage is determined by the following: your character's strength and vitality, the weapon's attack rating, and the enemy's defense. All axes add 6 to Evasion, while all hammers add 2 to Evasion. Axes also attack slightly faster than hammers.

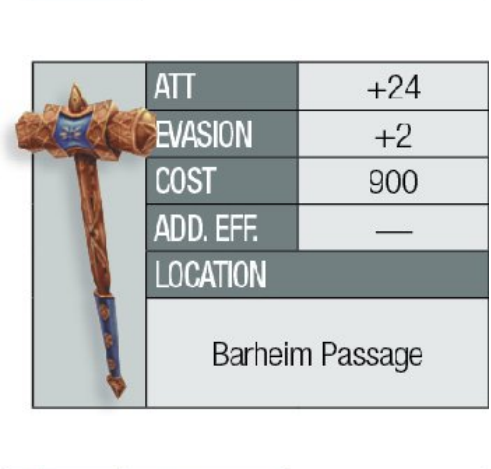
AXES & HAMMERS 1 | AXES & HAMMERS 2 | AXES & HAMMERS 3 | AXES & HAMMERS 4 | AXES & HAMMERS 5 | AXES & HAMMERS 6 | AXES & HAMMERS 7 | VRSCIKA

Handaxe



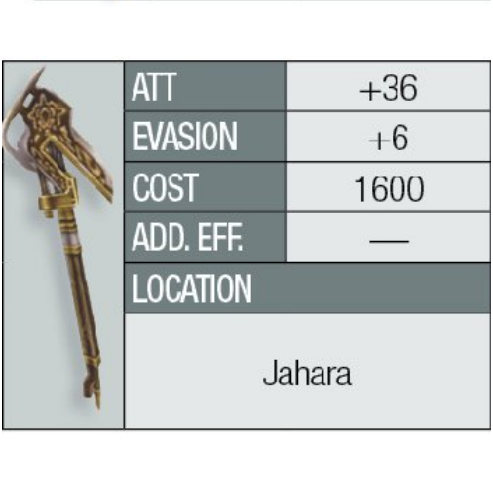
ATT	+17
EVASION	+6
COST	420
ADD. EFF.	—
LOCATION	
Dalmasca Estersands	

Iron Hammer



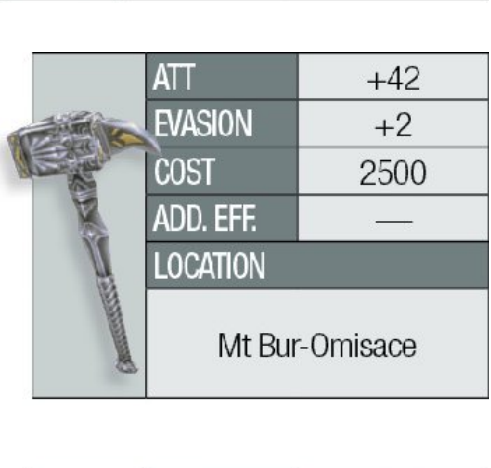
ATT	+24
EVASION	+2
COST	900
ADD. EFF.	—
LOCATION	
Barheim Passage	

Broadaxe



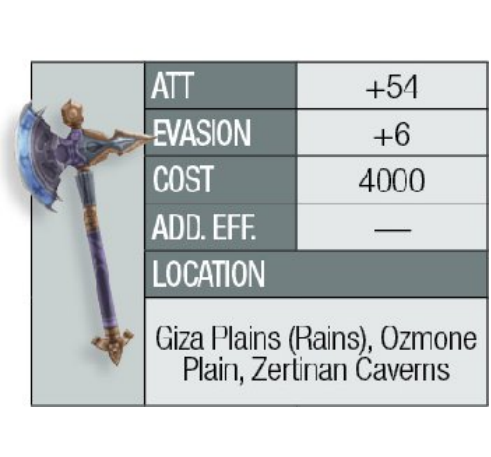
ATT	+36
EVASION	+6
COST	1600
ADD. EFF.	—
LOCATION	
Jahara	

War Hammer



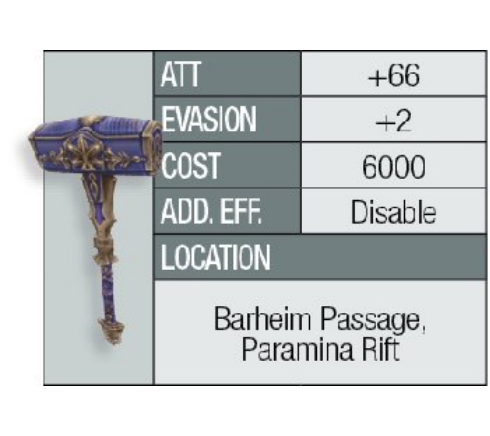
ATT	+42
EVASION	+2
COST	2500
ADD. EFF.	—
LOCATION	
Mt Bur-Omisace	

Slasher



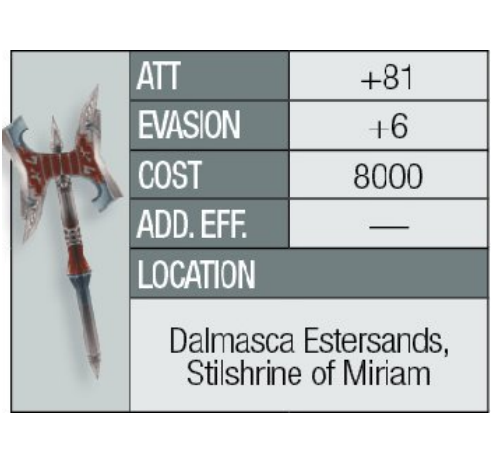
ATT	+54
EVASION	+6
COST	4000
ADD. EFF.	—
LOCATION	
Giza Plains (Rains), Ozmone Plain, Zertinan Caverns	

Sledgehammer



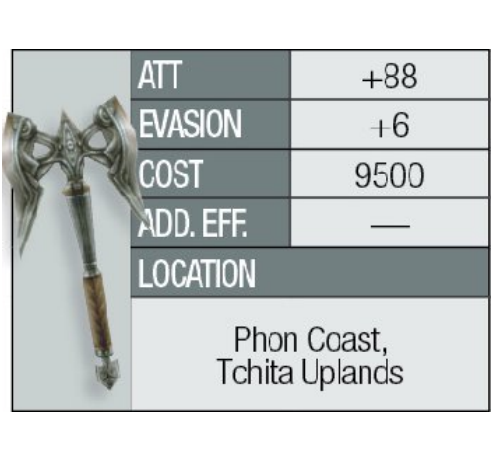
ATT	+66
EVASION	+2
COST	6000
ADD. EFF.	Disable
LOCATION	
Barheim Passage, Paramina Rift	

Hammerhead



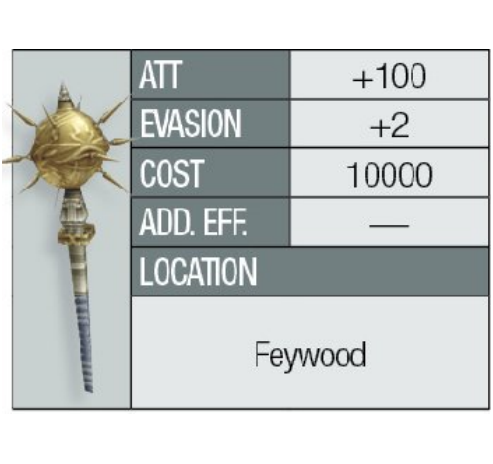
ATT	+81
EVASION	+6
COST	8000
ADD. EFF.	—
LOCATION	
Dalmasca Estersands, Stilshrine of Miriam	

Francisca



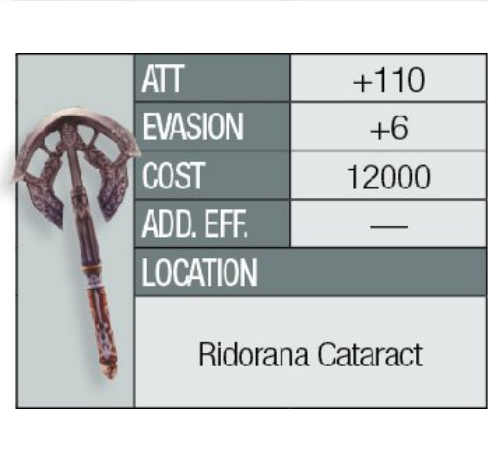
ATT	+88
EVASION	+6
COST	9500
ADD. EFF.	—
LOCATION	
Phon Coast, Tchita Uplands	

Morning Star



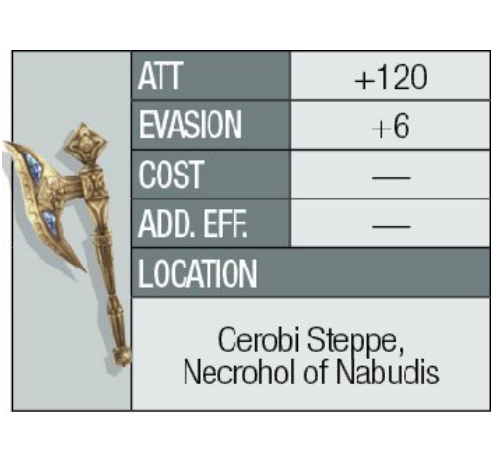
ATT	+100
EVASION	+2
COST	10000
ADD. EFF.	—
LOCATION	
Feywood	

Greataxe



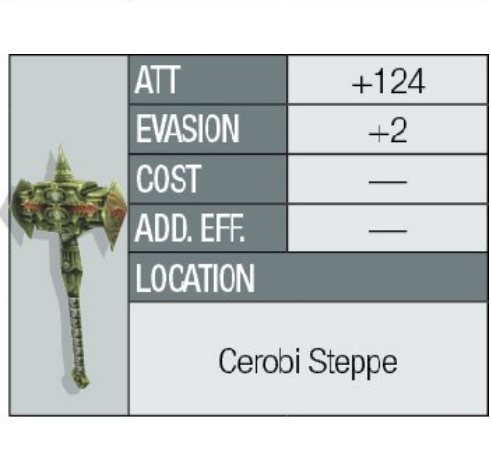
ATT	+110
EVASION	+6
COST	12000
ADD. EFF.	—
LOCATION	
Ridorana Cataract	

Golden Axe



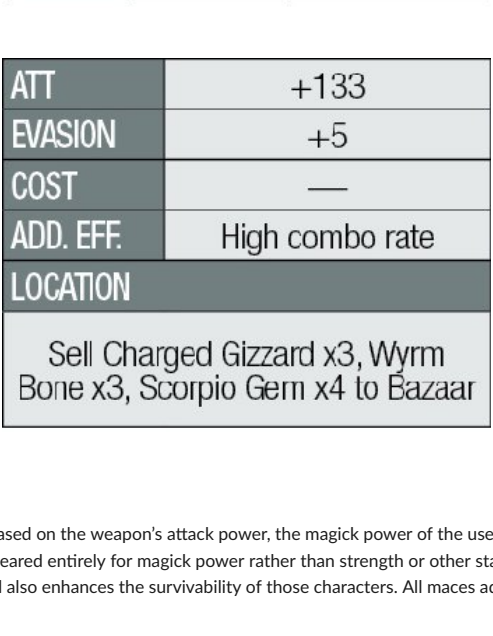
ATT	+120
EVASION	+6
COST	—
ADD. EFF.	—
LOCATION	
Cerobi Steppe, Necrohol of Nabudis	

Scorpion Tail



ATT	+124
EVASION	+2
COST	—
ADD. EFF.	—
LOCATION	
Cerobi Steppe	

Vrscika



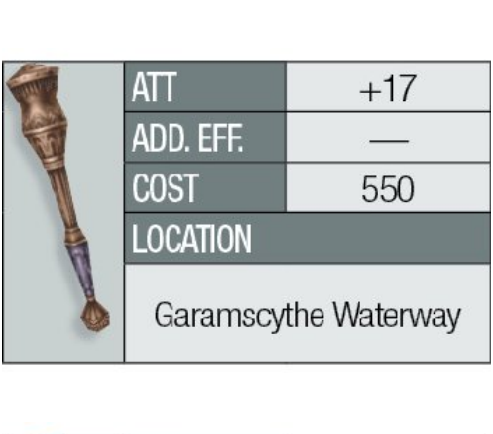
ATT	+133
EVASION	+5
COST	—
ADD. EFF.	High combo rate
LOCATION	
Sell Charged Gizzard x3, Wyrm Bone x3, Scorpio Gem x4 to Bazaar	

Maces

The damage a mace inflicts is based on the weapon's attack power, the magick power of the user, and the enemy's defense. That said, a support character geared entirely for magick power rather than strength or other stats will make good use of a mace. The ability to use a shield also enhances the survivability of those characters. All maces add 4 to Evasion.

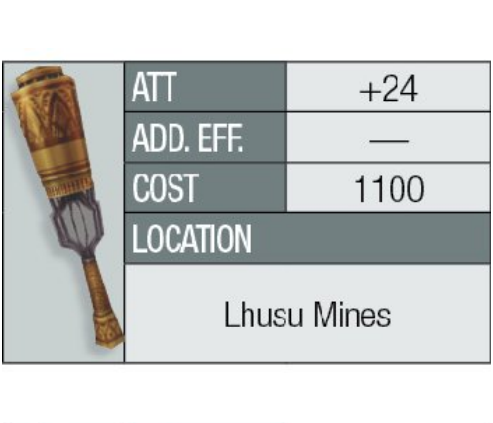
MACES 1 | MACES 2 | MACES 3 | MACES 4 | MACES 5

Mace



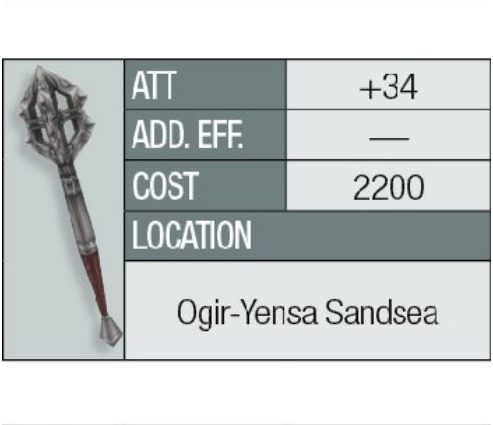
ATT	+17
ADD. EFF.	—
COST	550
LOCATION	
Garamscythe Waterway	

Bronze Mace



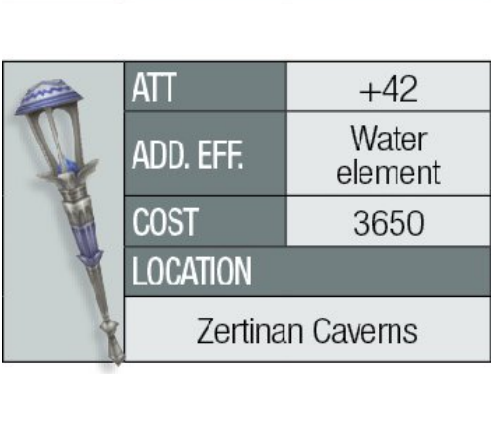
ATT	+24
ADD. EFF.	—
COST	1100
LOCATION	
Lhusu Mines	

Bhuj



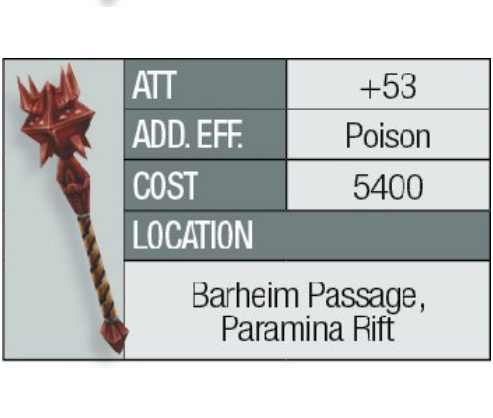
ATT	+34
ADD. EFF.	—
COST	2200
LOCATION	
Ogir-Yensa Sandsea	

Miter



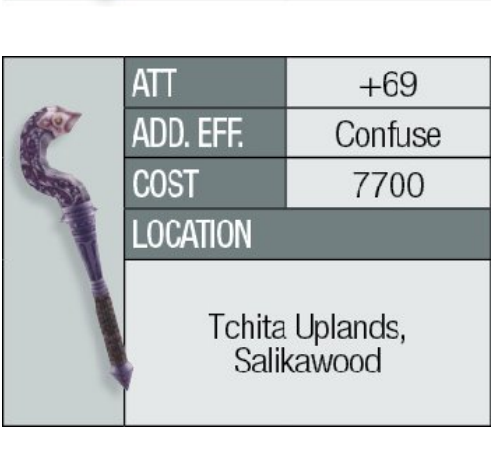
ATT	+42
ADD. EFF.	Water element
COST	3650
LOCATION	
Zertinan Caverns	

Thorned MAce



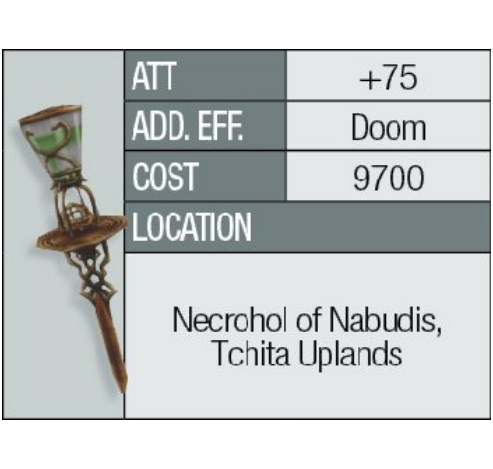
ATT	+53
ADD. EFF.	Poison
COST	5400
LOCATION	
Barheim Passage, Paramina Rift	

Chaos Mace



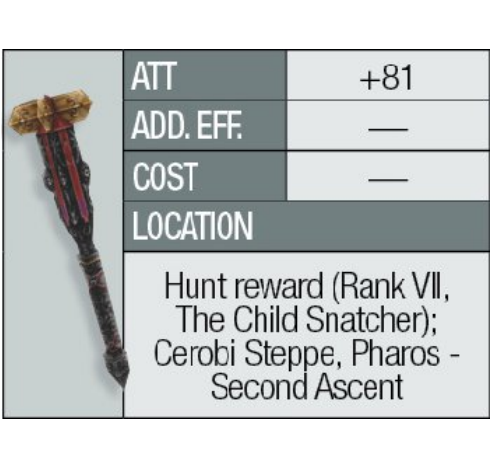
ATT	+69
ADD. EFF.	Confuse
COST	7700
LOCATION	
Tchita Uplands, Salikawood	

Doom Mace



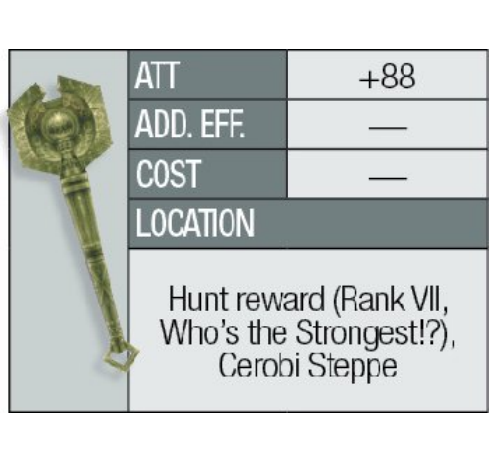
ATT	+75
ADD. EFF.	Doom
COST	9700
LOCATION	
Necrohol of Nabudis, Tchita Uplands	

Zeus Mace



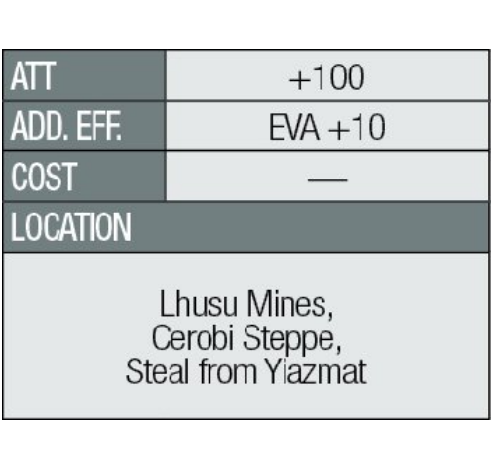
ATT	+81
ADD. EFF.	—
COST	—
LOCATION	
Hunt reward (Rank VII, The Child Snatcher); Cerobi Steppe, Pharos - Second Ascent	

Grand Mace



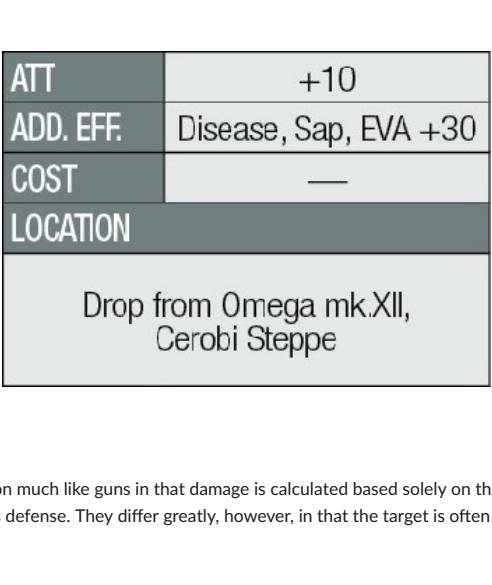
ATT	+88
ADD. EFF.	—
COST	—
LOCATION	
Hunt reward (Rank VII, Who's the Strongest!?), Cerobi Steppe	

Bone of Byblos



ATT	+100
ADD. EFF.	EVA +10
COST	—
LOCATION	
Lhusu Mines, Cerobi Steppe, Steal from Ylazmat	

Bonebreaker



ATT	+10
ADD. EFF.	Disease, Sap, EVA +30
COST	—
LOCATION	
Drop from Omega mk.XII, Cerobi Steppe	

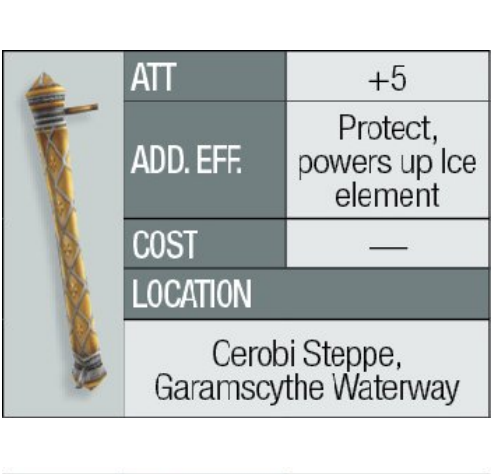
Measures

These peculiar weapons function much like guns in that damage is calculated based solely on the weapon's attack power, completely ignoring the target's defense. They differ greatly, however, in that the target is often inflicted with beneficial status effects like Protect or Shell!

As the attack rating for measures is generally low, they tend to function as a buffing tool. You can target your own party members with low-damage hits that serve to strengthen your party without the use of MP. All measures add 35 to Evasion while still allowing the use of a shield, making those who use measures hard targets indeed. Measures are more useful for those characters who are only used as support and unlikely to ever actually engage the enemy. If MP management is a concern, use measures to buff your party, and then swap them out for more conventional weaponry.

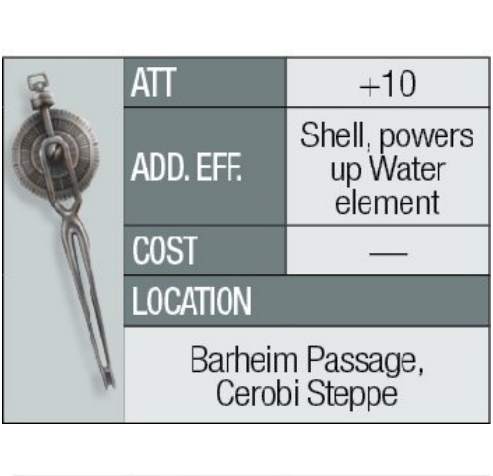
MEASURES 1 | MEASURES 2 | MEASURES 3 | MEASURES 4

Gilt Measure



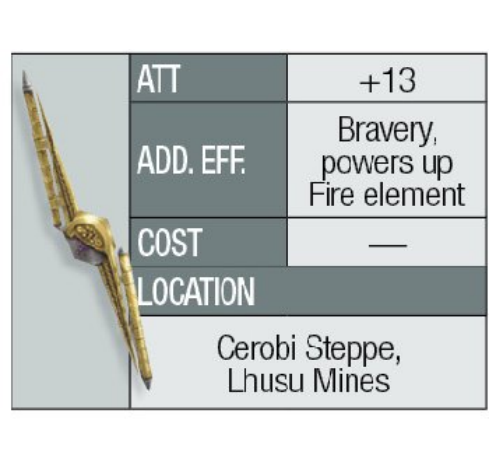
ATT	+5
ADD. EFF.	Protect, powers up Ice element
COST	—
LOCATION	
Cerobi Steppe, Garamscythe Waterway	

Arc Scale



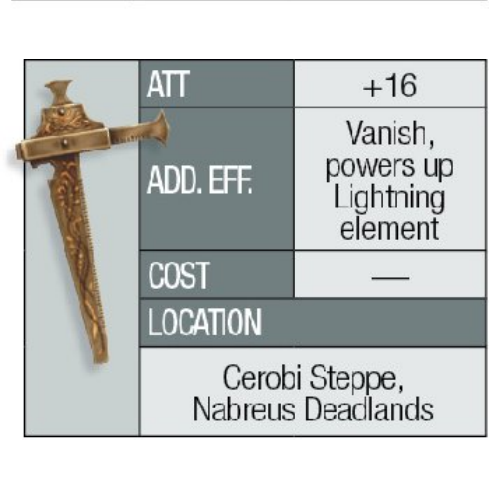
ATT	+10
ADD. EFF.	Shell, powers up Water element
COST	—
LOCATION	
Barheim Passage, Cerobi Steppe	

Multiscale



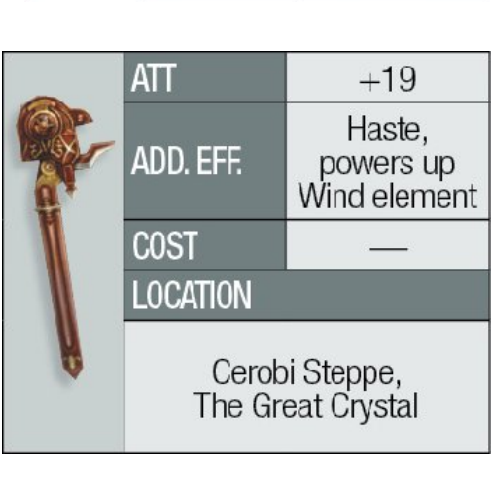
ATT	+13
ADD. EFF.	Bravery, powers up Fire element
COST	—
LOCATION	
Cerobi Steppe, Lhusu Mines	

Cross Scale



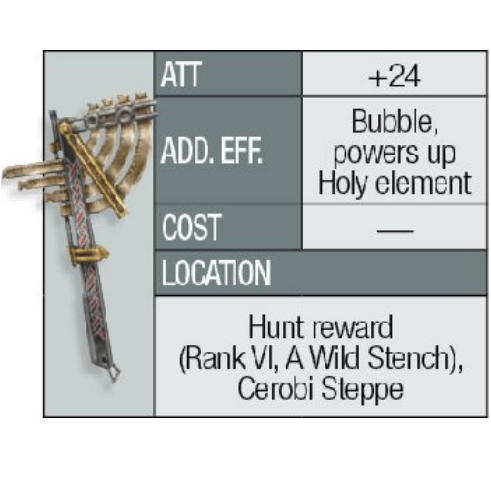
ATT	+16
ADD. EFF.	Vanish, powers up Lightning element
COST	—
LOCATION	
Cerobi Steppe, Nabreus Deadlands	

Caliper

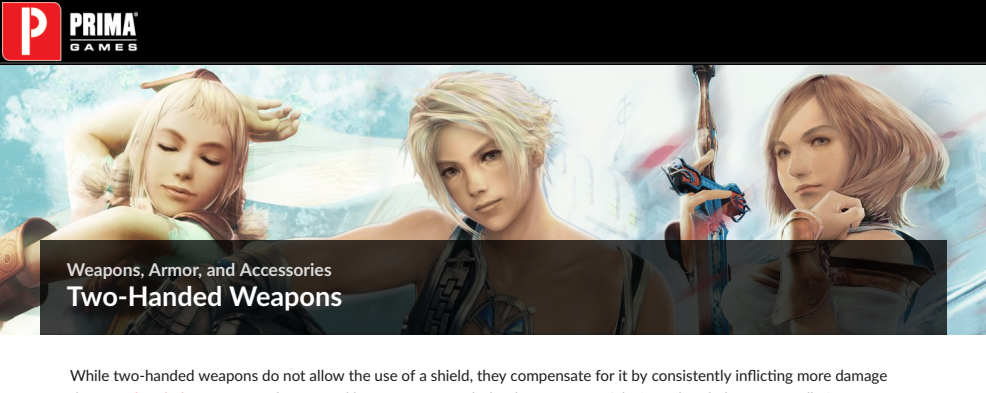


ATT	+19
ADD. EFF.	Haste, powers up Wind element
COST	—
LOCATION	
Cerobi Steppe, The Great Crystal	

Euclid's Sextant



ATT	+24
ADD. EFF.	Bubble, powers up Holy element
COST	—
LOCATION	
Hunt reward (Rank VI, A Wild Stench), Cerobi Steppe	



Weapons, Armor, and Accessories

Two-Handed Weapons

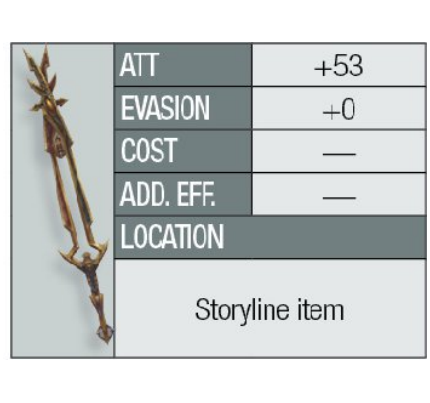
While two-handed weapons do not allow the use of a shield, they compensate for it by consistently inflicting more damage than one-handed weapons. Only axes and hammers approach the damage potential of two-handed weapons, albeit inconsistently. Although it would seem natural that larger weapons would attack less quickly, this is not the case. In fact, most two-handed weapons attack just as quickly, and occasionally more quickly, than their one-handed counterparts.

Greatswords

Greatswords don't start appearing until later in the game, but they are worth the wait. As the most consistently powerful weapons in *FFXII*, these swords are at home in any primary damage-dealing character's hands. Greatsword damage is calculated based on your character's strength, the greatsword's attack rating, and the enemy's defense.

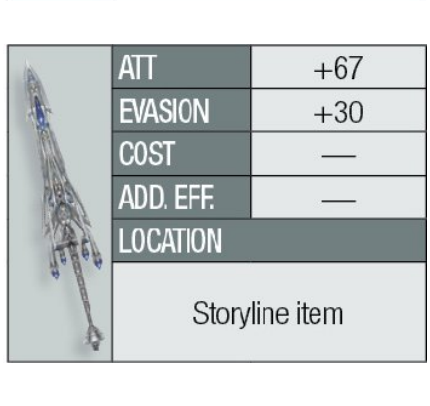
GREATSWORDS 1	GREATSWORDS 2	GREATSWORDS 3	GREATSWORDS 4	EXCALIPUR	EXCALIBUR	TOURNESOL

Sword of Kings



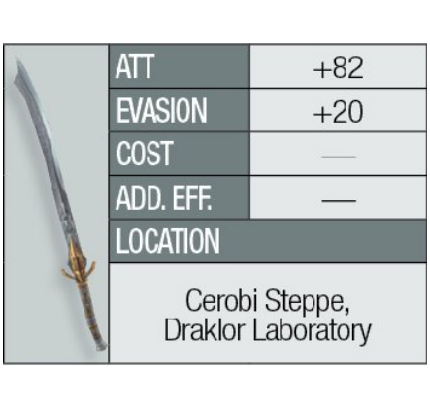
ATT	+53
EVASION	+0
COST	—
ADD. EFF.	—
LOCATION	
Storyline item	

Treaty-Blade



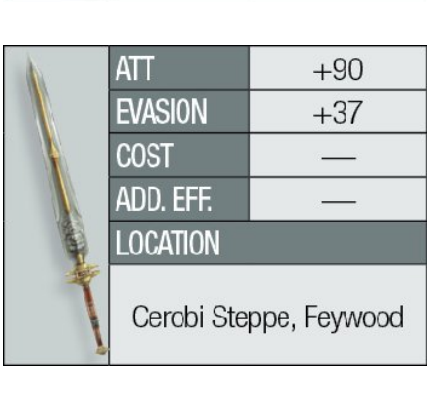
ATT	+67
EVASION	+30
COST	—
ADD. EFF.	—
LOCATION	
Storyline item	

Claymore



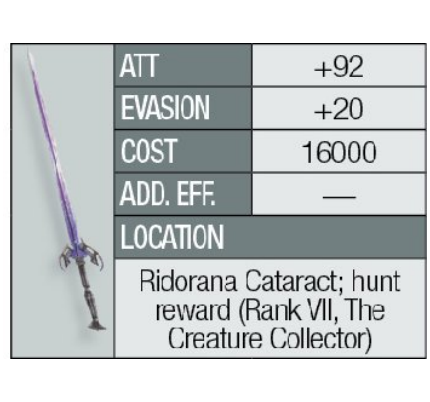
ATT	+82
EVASION	+20
COST	—
ADD. EFF.	—
LOCATION	
Cerobi Steppe, Draklor Laboratory	

Defender



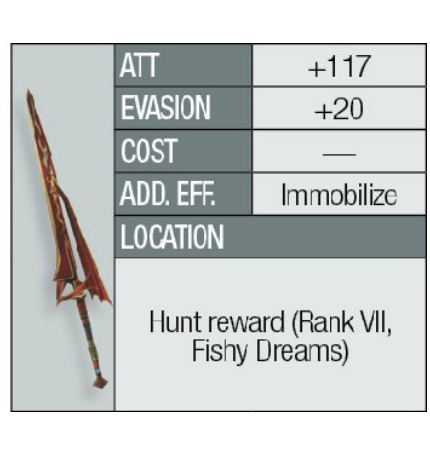
ATT	+90
EVASION	+37
COST	—
ADD. EFF.	—
LOCATION	
Cerobi Steppe, Feywood	

Save the Queen



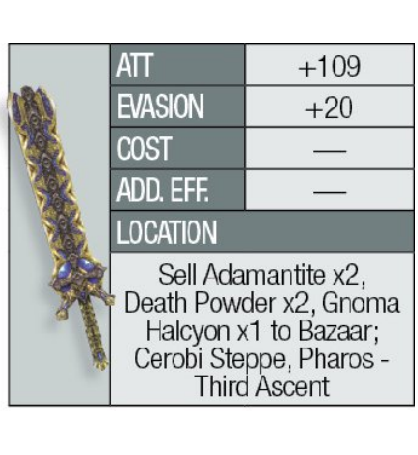
ATT	+92
EVASION	+20
COST	16000
ADD. EFF.	—
LOCATION	
Ridorana Cataract; hunt reward (Rank VII, The Creature Collector)	

Ragnarok



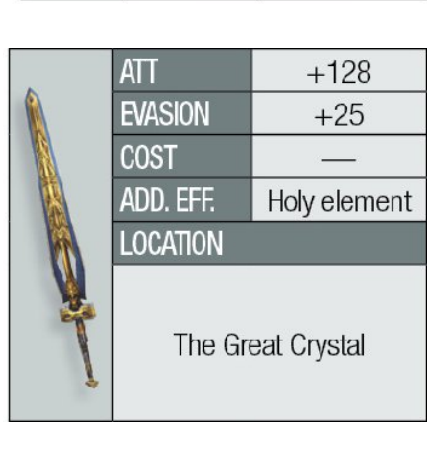
ATT	+117
EVASION	+20
COST	—
ADD. EFF.	Immobilize
LOCATION	
Hunt reward (Rank VII, Fishy Dreams)	

Ultima Blade



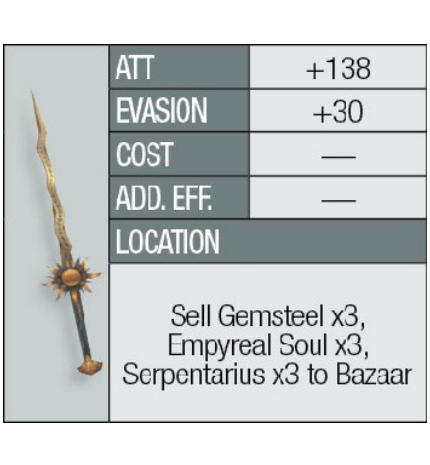
ATT	+109
EVASION	+20
COST	—
ADD. EFF.	—
LOCATION	
Sell Adamantite x2, Death Powder x2, Gnoma Halcyon x1 to Bazaar; Cerobi Steppe, Pharos - Third Ascent	

Excalibur



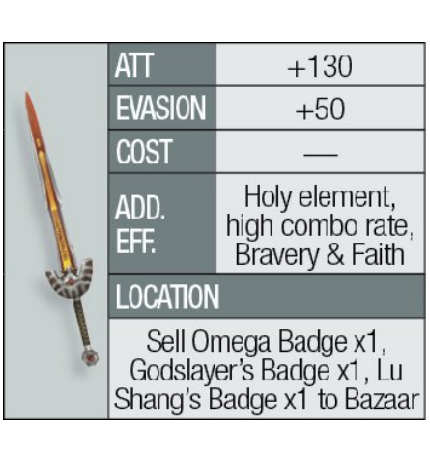
ATT	+128
EVASION	+25
COST	—
ADD. EFF.	Holy element
LOCATION	
The Great Crystal	

Tournesol



ATT	+138
EVASION	+30
COST	—
ADD. EFF.	—
LOCATION	
Sell Gemsteel x3, Empyreal Soul x3, Serpentarius x3 to Bazaar	

Wyrmhero Blade



ATT	+130
EVASION	+50
COST	—
ADD. EFF.	Holy element, high combo rate, Bravery & Faith
LOCATION	
Sell Omega Badge x1, Godslayer's Badge x1, Lu Shang's Badge x1 to Bazaar	

Excalipur

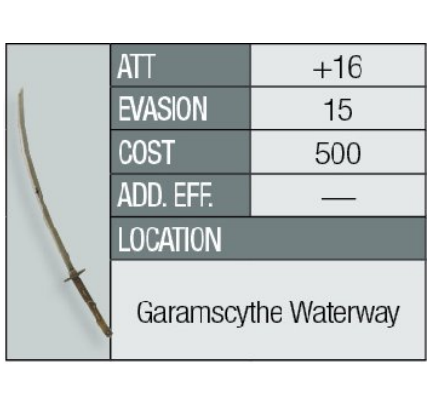
ATT	+1
EVASION	+20
COST	—
ADD. EFF.	High crit rate
LOCATION	
Complete Ancient Man of Mystery hunt	

Katana

While katana tend to have lower attack ratings than greatswords, they more than hold their own in damage potential thanks to frequent combo attacks. Katana score two or more hits per combat round far more often than any other weapon type (only ninja swords and poles are close). To further take advantage of this, equip the Genji Gloves (which increases the rate of combo attacks). Katana damage is affected by a character's strength and magick power, the katana's attack rating, and the opponent's defense. Magick power as a factor for a highly powerful weapon adds an interesting twist, allowing a support character geared for magick power to also contribute as a heavy frontline damage dealer.

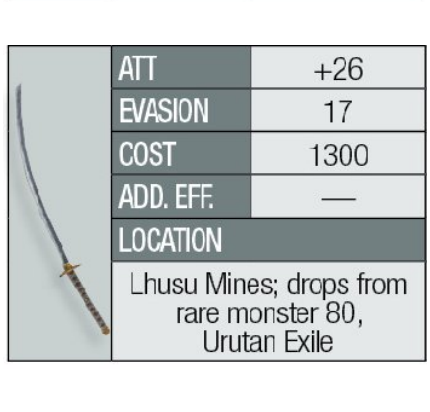
KATANA 1	KATANA 2	KATANA 3	KATANA 4	KATANA 5	MASAMUNE	KUMBHA

Kotetsu



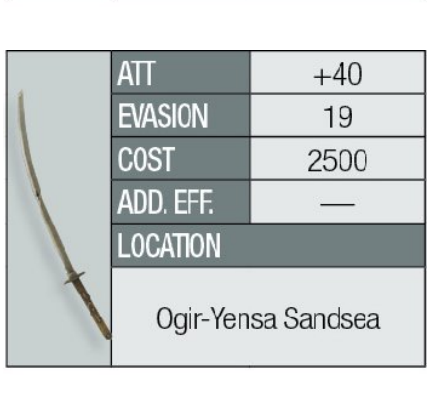
ATT	+16
EVASION	15
COST	500
ADD. EFF.	—
LOCATION	
Garamscythe Waterway	

Osafune



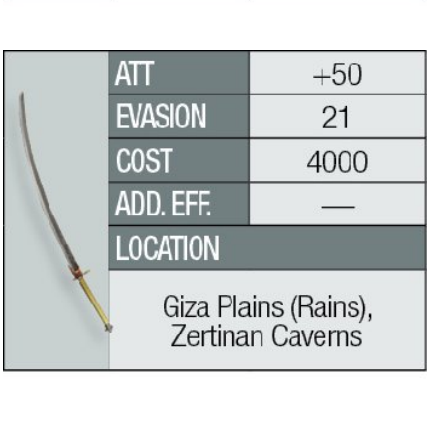
ATT	+26
EVASION	17
COST	1300
ADD. EFF.	—
LOCATION	
Lhusu Mines; drops from rare monster 80, Urutan Exile	

Kogarasumaru



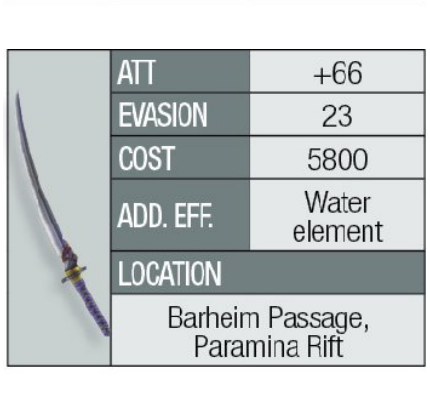
ATT	+40
EVASION	19
COST	2500
ADD. EFF.	—
LOCATION	
Ogir-Yensa Sandsea	

Magoroku



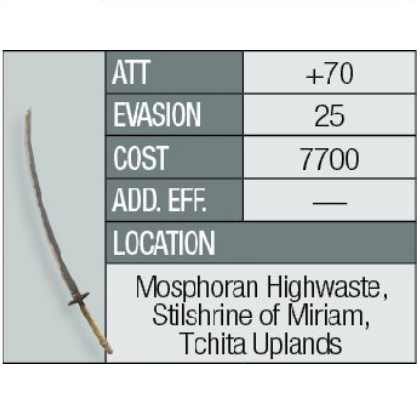
ATT	+50
EVASION	21
COST	4000
ADD. EFF.	—
LOCATION	
Giza Plains (Rains), Zertinan Caverns	

Murasame



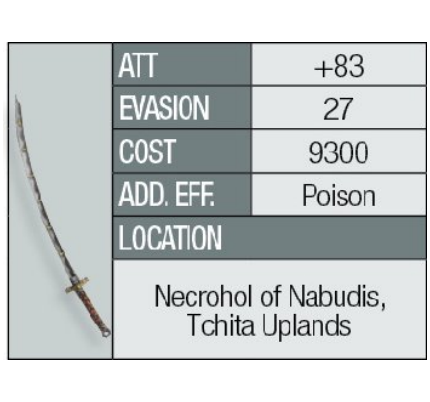
ATT	+66
EVASION	23
COST	5800
ADD. EFF.	Water element
LOCATION	
Barheim Passage, Paramina Rift	

Kiku-ichimonji



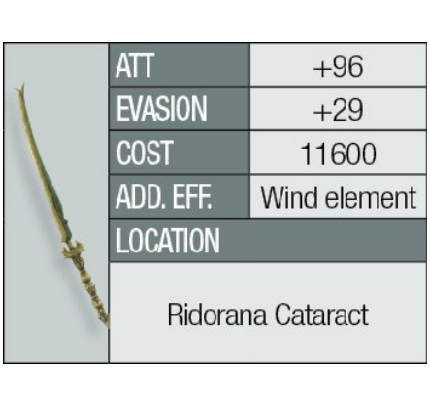
ATT	+70
EVASION	25
COST	7700
ADD. EFF.	—
LOCATION	
Mosphoran Highwaste, Stilshrine of Miriam, Tchita Uplands	

Yakei



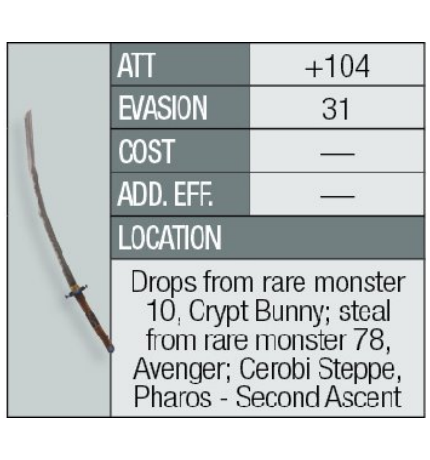
ATT	+83
EVASION	27
COST	9300
ADD. EFF.	Poison
LOCATION	
Necrohol of Nabudis, Tchita Uplands	

Ame-no-Murakumo



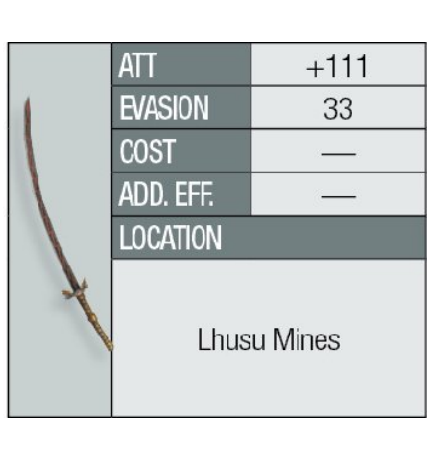
ATT	+96
EVASION	+29
COST	11600
ADD. EFF.	Wind element
LOCATION	
Ridorana Cataract	

Muramasa



ATT	+104
EVASION	31
COST	—
ADD. EFF.	—
LOCATION	
Drops from rare monster 10, Crypt Bunny; steal from rare monster 78, Avenger; Cerobi Steppe, Pharos - Second Ascent	

Masamune



ATT	+111
EVASION	33
COST	—
ADD. EFF.	—
LOCATION	
Lhusu Mines	

Kumbha (1H)

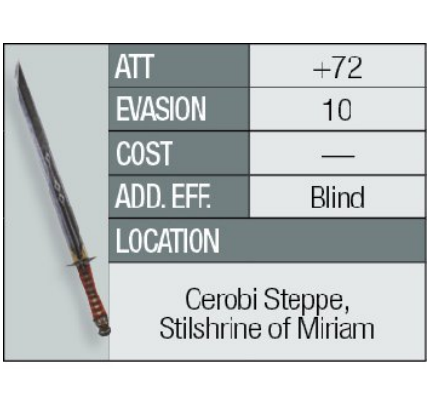
ATT	+117
ADD. EFF.	EVA +40, high combo rate
COST	—
LOCATION	
Sell Gemsteel x2, Orichalcum x3, Mallet x2 to Bazaar	

Ninja Swords

A less frequently seen partner to katana, ninja swords are almost as prone to combo attack as katana, which makes them terrific options for damage dealers. Ninja sword damage is calculated based on your character's strength and speed, the ninja sword's attack rating, and the enemy's defense. As with katana, Genji Gloves serve to make ninja swords far more potent.

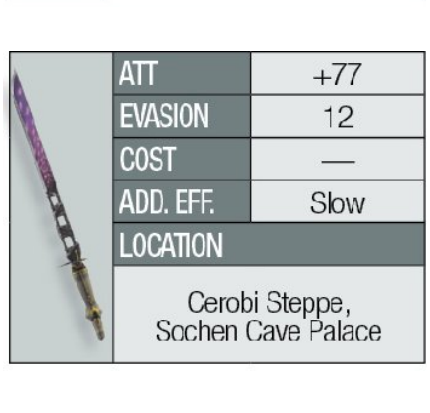
NINJA SWORDS 1	NINJA SWORDS 2	YAGYU DARKBLADE & MESA

Ashura



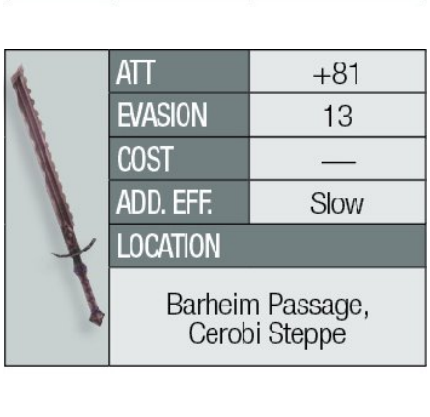
ATT	+72
EVASION	10
COST	—
ADD. EFF.	Blind
LOCATION	
Cerobi Steppe, Stilshrine of Miriam	

Sakura-saezuri



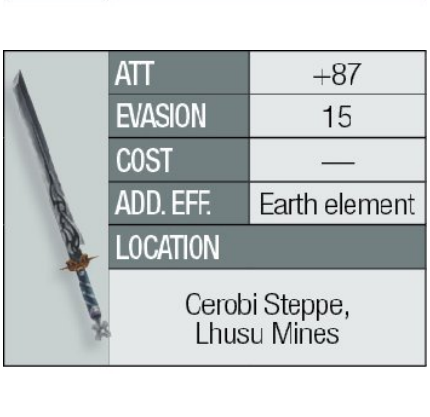
ATT	+77
EVASION	12
COST	—
ADD. EFF.	Slow
LOCATION	
Cerobi Steppe, Sochen Cave Palace	

Kagenui



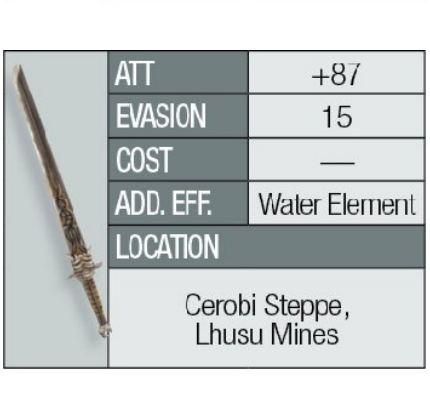
ATT	+81
EVASION	13
COST	—
ADD. EFF.	Slow
LOCATION	
Barheim Passage, Cerobi Steppe	

Koga Blade



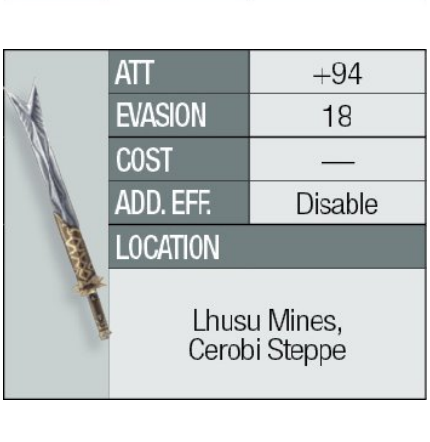
ATT	+87
EVASION	15
COST	—
ADD. EFF.	Earth element
LOCATION	
Cerobi Steppe, Lhusu Mines	

Iga Blade



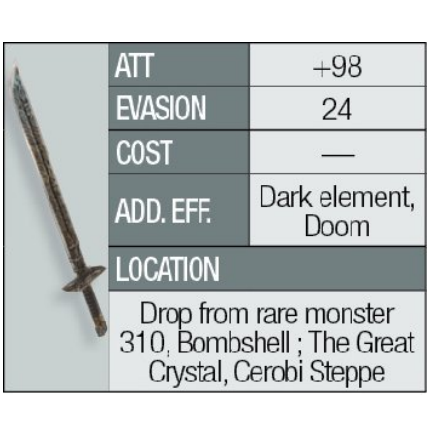
ATT	+87
EVASION	15
COST	—
ADD. EFF.	Water Element
LOCATION	
Cerobi Steppe, Lhusu Mines	

Orochi



ATT	+94
EVASION	18
COST	—
ADD. EFF.	Disable
LOCATION	
Lhusu Mines, Cerobi Steppe	

Yagyu Darkblade



ATT	+98
EVASION	24
COST	—
ADD. EFF.	Dark element, Doom
LOCATION	
Drop from rare monster 310, Bombshell ; The Great Crystal, Cerobi Steppe	

Mesa

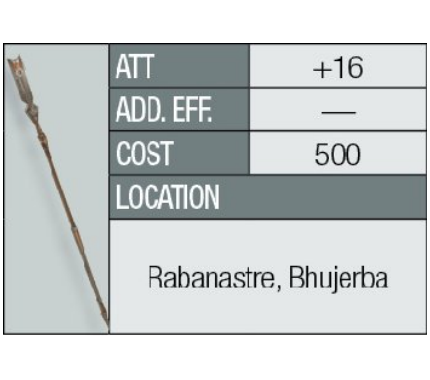
ATT	+102
EVASION	32
COST	—
ADD. EFF.	Poison
LOCATION	
Sell Coeurl Whisker x2, Sickle-Blade x2, Cancer Gem x3 to Bazaar	

Spears

The brute force weapon of Final Fantasy XII. Spears factor in your character's strength, the spear's attack rating, and the enemy's defense when calculating damage dealt. Most spears add +8 to Evasion.

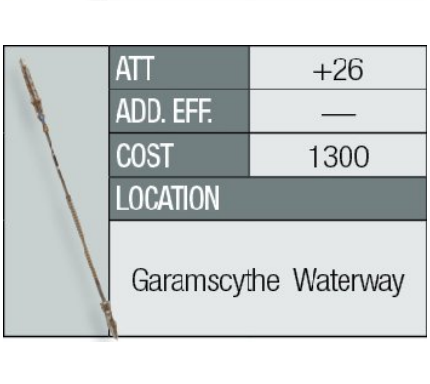
SPEARS 1	SPEARS 2	SPEARS 3	SPEARS 4	SPEARS 5	DRAGON WHISKER	ZODIAC SPEAR	VRSABHA

Javelin



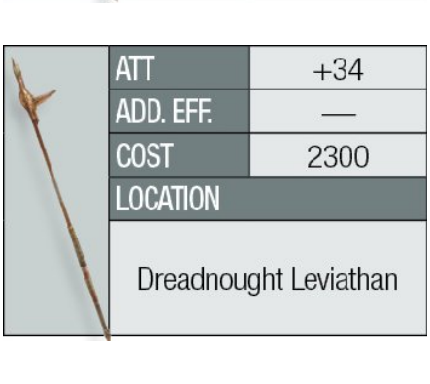
ATT	+16
ADD. EFF.	—
COST	500
LOCATION	
Rabanastre, Bhujerba	

Spear



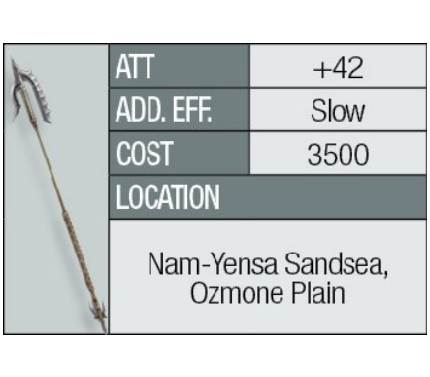
ATT	+26
ADD. EFF.	—
COST	1300
LOCATION	
Garamscythe Waterway	

Partisan



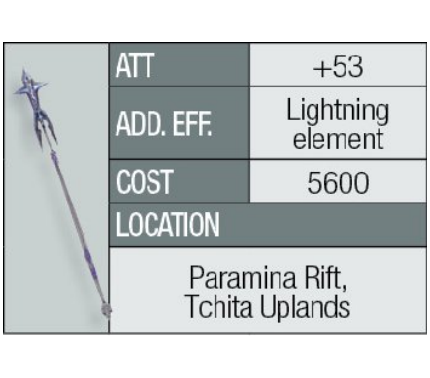
ATT	+34
ADD. EFF.	—
COST	2300
LOCATION	
Dreadnought Leviathan	

Heavy Lance



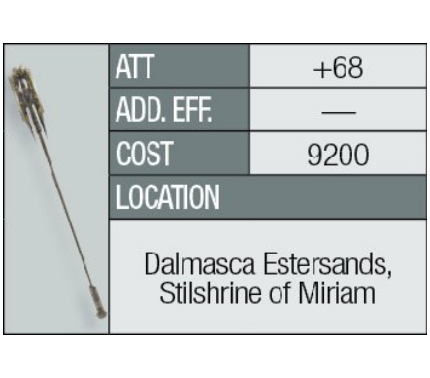
ATT	+42
ADD. EFF.	Slow
COST	3500
LOCATION	
Nam-Yensa Sandsea, Ozmone Plain	

Storm Spear



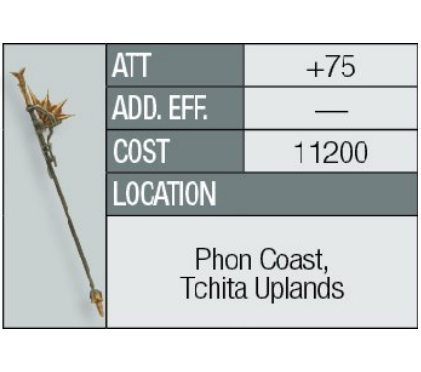
ATT	+53
ADD. EFF.	Lightning element
COST	5600
LOCATION	
Paramina Rift, Tchita Uplands	

Obelisk



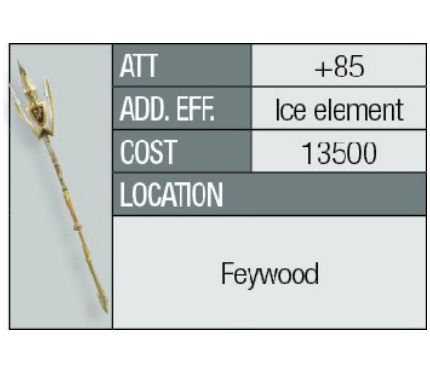
ATT	+68
ADD. EFF.	—
COST	9200
LOCATION	
Dalmasca Estersands, Stilshrine of Miriam	

Halberd



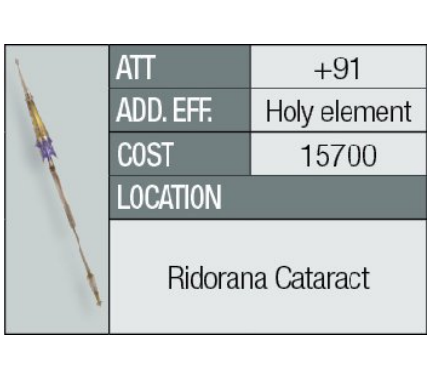
ATT	+75
ADD. EFF.	—
COST	11200
LOCATION	
Phon Coast, Tchita Uplands	

Trident



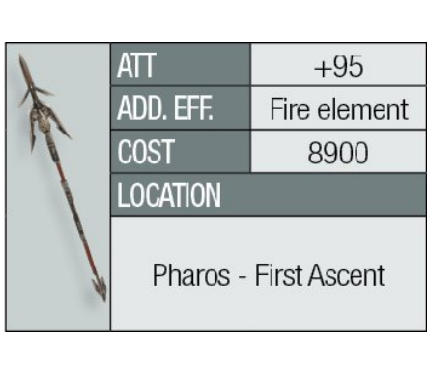
ATT	+85
ADD. EFF.	Ice element
COST	13500
LOCATION	
Feywood	

Holy Lance



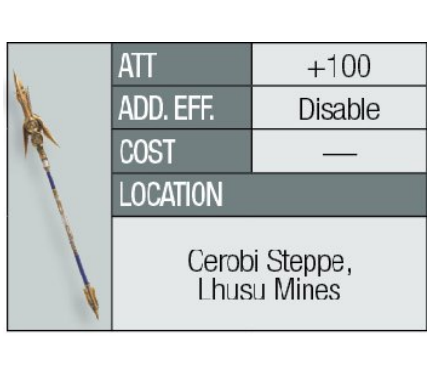
ATT	+91
ADD. EFF.	Holy element
COST	15700
LOCATION	
Ridorana Cataract	

Gungnir



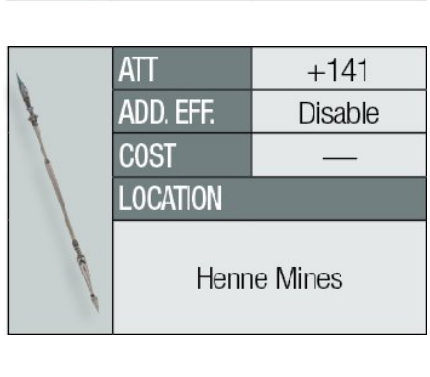
ATT	+95
ADD. EFF.	Fire element
COST	8900
LOCATION	
Pharos - First Ascent	

Dragon Whisker



ATT	+100
ADD. EFF.	Disable
COST	—
LOCATION	
Cerobi Steppe, Lhusu Mines	

Zodiac Spear



ATT	+141
ADD. EFF.	Disable
COST	—
LOCATION	
Henne Mines	

Vrsabha

ATT	+108
ADD. EFF.	Disable, EVA +40
COST	—
LOCATION	
Drop from enemy 337, Evil Spirit	

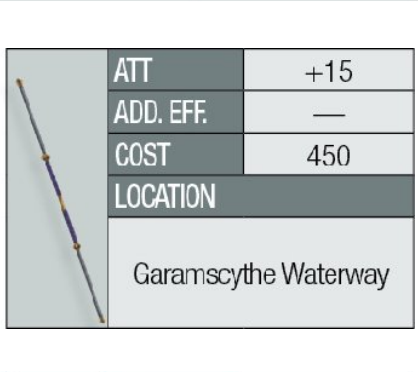
Poles

Like katana and ninja swords, it's easy to combo attack with poles on a frequent basis. Pole damage is calculated based on your character's strength and the pole's attack rating, like most weapons, but instead of checking these factors against an enemy's defense, they are checked against the enemy's magick defense!

Throw high attack ratings and frequent combo attacks on top of this to create a weapon class that completely decimates opponents without Shell or a strong magick defense. All poles add 30 to Evasion as well—not a bad figure for a two-handed weapon. As with katana and ninja swords, accessories that enhance combo attacks or speed are preferred.

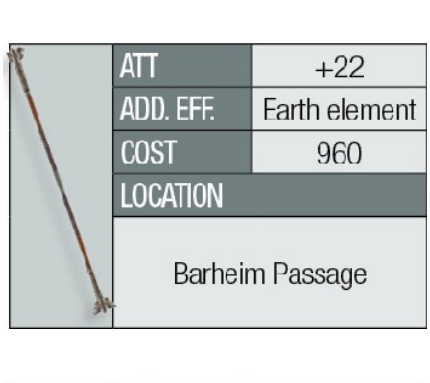
POLES 1	POLES 2	POLES 3	POLES 4
POLES 5	POLES 6	WHALE WHISKER	KANYA

Oaken Pole



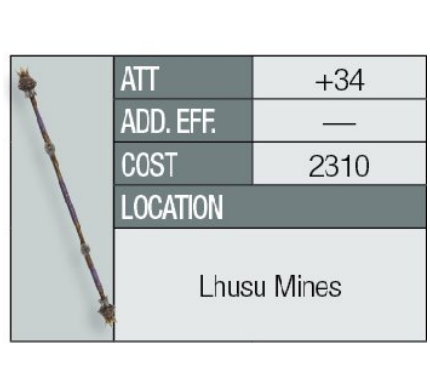
ATT	+15
ADD. EFF.	—
COST	450
LOCATION	
Garamscythe Waterway	

Cypress Pole



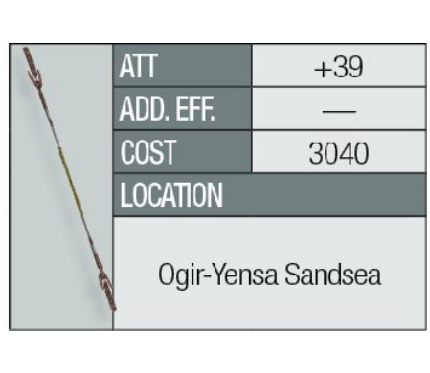
ATT	+22
ADD. EFF.	Earth element
COST	960
LOCATION	
Barheim Passage	

Battle Bamboo



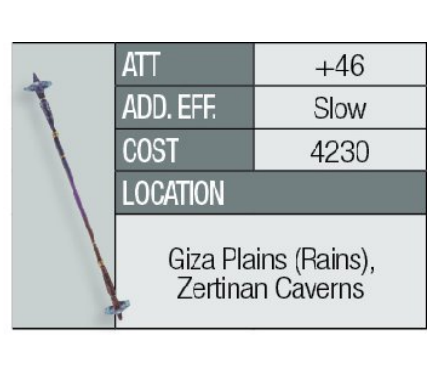
ATT	+34
ADD. EFF.	—
COST	2310
LOCATION	
Lhusu Mines	

Musk Stick



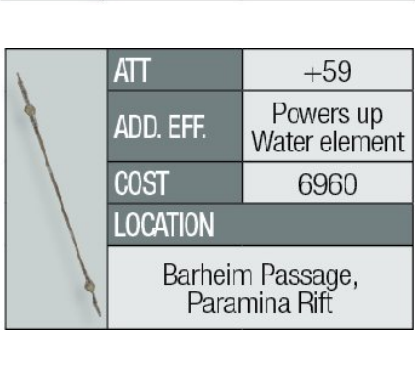
ATT	+39
ADD. EFF.	—
COST	3040
LOCATION	
Ogir-Yensa Sandsea	

Iron Pole



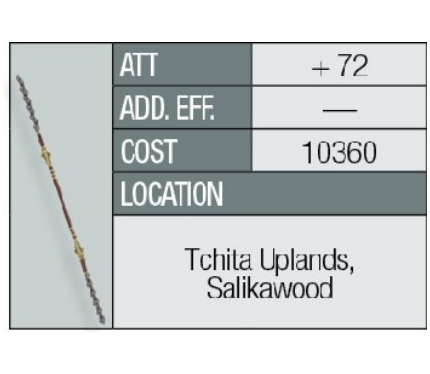
ATT	+46
ADD. EFF.	Slow
COST	4230
LOCATION	
Giza Plains (Rains), Zertinan Caverns	

Six-fluted Pole



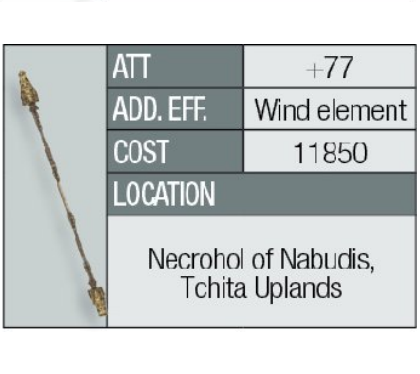
ATT	+59
ADD. EFF.	Powers up Water element
COST	6960
LOCATION	
Barheim Passage, Paramina Rift	

Gokuu Pole



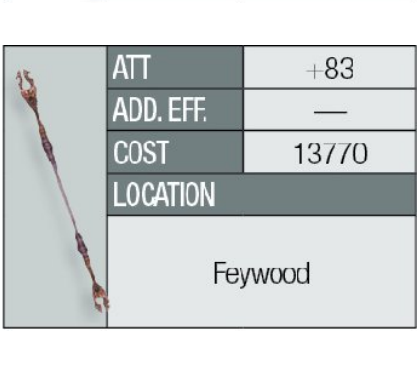
ATT	+72
ADD. EFF.	—
COST	10360
LOCATION	
Tchita Uplands, Salikawood	

Zephyr Pole



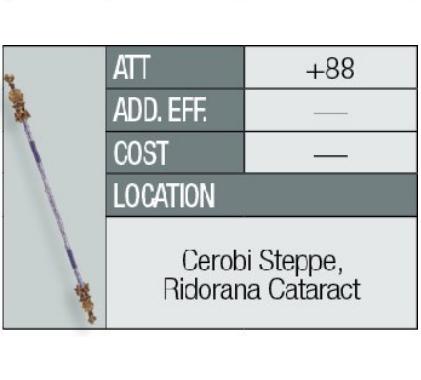
ATT	+77
ADD. EFF.	Wind element
COST	11850
LOCATION	
Necrohol of Nabudis, Tchita Uplands	

Ivory Pole



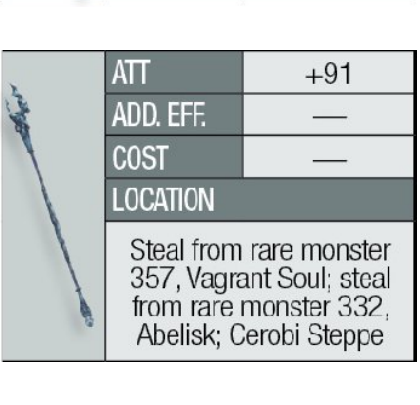
ATT	+83
ADD. EFF.	—
COST	13770
LOCATION	
Feywood	

Sweep



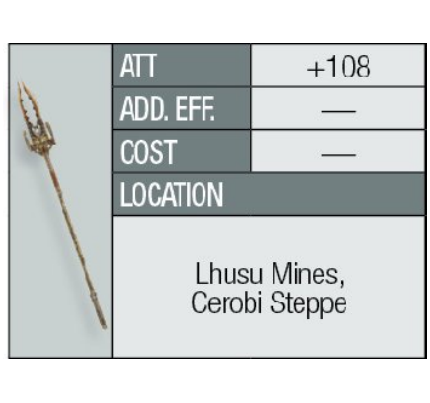
ATT	+88
ADD. EFF.	—
COST	—
LOCATION	
Cerobi Steppe, Ridorana Cataract	

Eight-fluted Pole



ATT	+91
ADD. EFF.	—
COST	—
LOCATION	
Steal from rare monster 357, Vagrant Soul; steal from rare monster 332, Abelisk; Cerobi Steppe	

Whale Whisker



ATT	+108
ADD. EFF.	—
COST	—
LOCATION	
Lhusu Mines, Cerobi Steppe	

Kanya

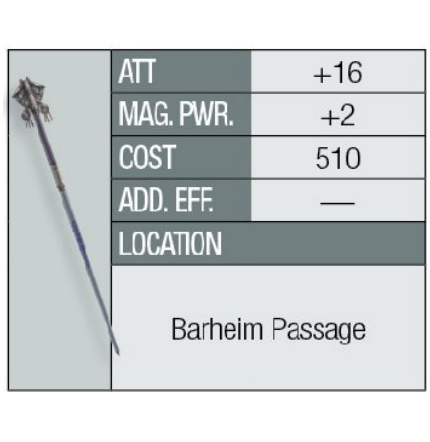
ATT	+112
ADD. EFF.	Immobilize
COST	—
LOCATION	
Sell Mythril x3, Corpse Fly x3, Aquarius Gem x1 to Bazaar	

Rods

Rods are similar to maces in that they are ideal for support/magick-oriented characters. They differ, however, in that their strength does not lie in actually striking the enemy; rods add magick power and extra MP to characters equipped with them. A few of them also add beneficial status effects on contact. All rods add 6 to Evasion. If you do choose to hit an opponent with a rod, your character's strength, the rod's attack rating, and the enemy's defense are used to determine the damage dealt.

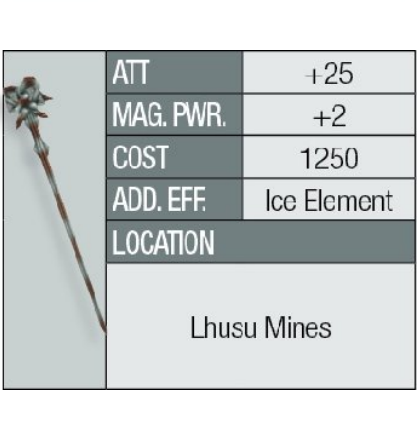
RODS 1	RODS 2	RODS 3	RODS 4	ROD OF FAITH

Rod



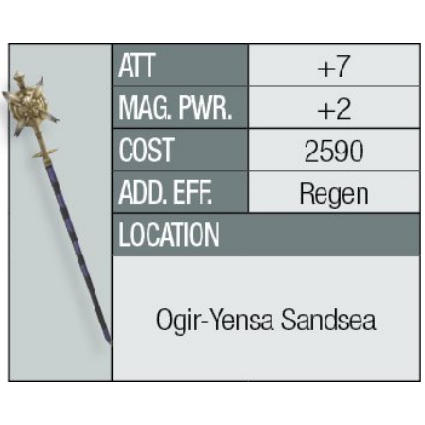
ATT	+16
MAG. PWR.	+2
COST	510
ADD. EFF.	—
LOCATION	
Barheim Passage	

Serpent Rod



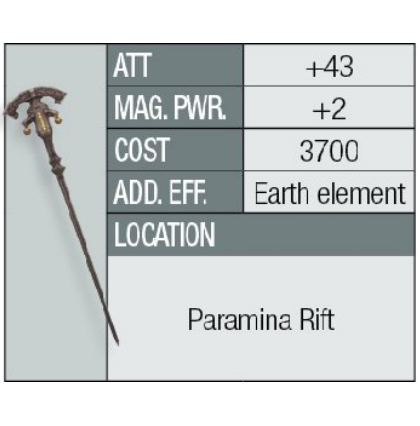
ATT	+25
MAG. PWR.	+2
COST	1250
ADD. EFF.	Ice Element
LOCATION	
Lhusu Mines	

Healing Rod



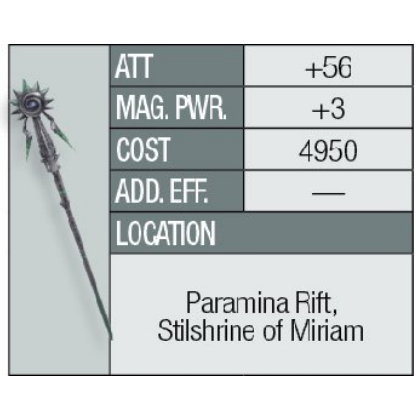
ATT	+7
MAG. PWR.	+2
COST	2590
ADD. EFF.	Regen
LOCATION	
Ogir-Yensa Sandsea	

Gaia Rod



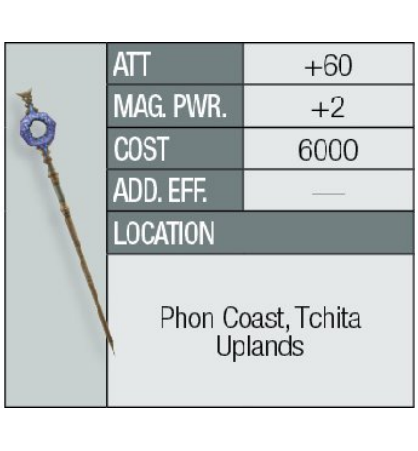
ATT	+43
MAG. PWR.	+2
COST	3700
ADD. EFF.	Earth element
LOCATION	
Paramina Rift	

Power Rod



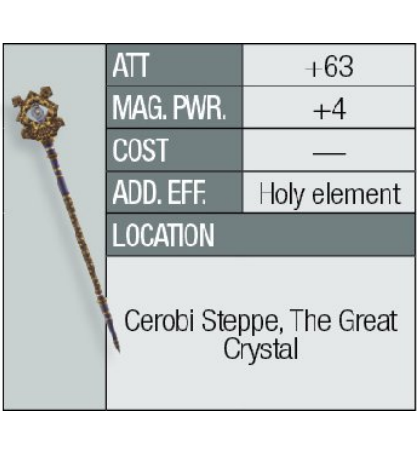
ATT	+56
MAG. PWR.	+3
COST	4950
ADD. EFF.	—
LOCATION	
Paramina Rift, Stilshrine of Miriam	

Empyrean Rod



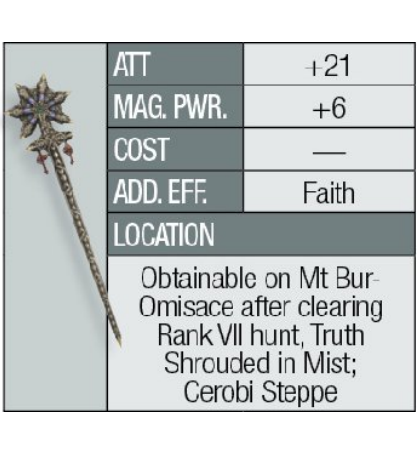
ATT	+60
MAG. PWR.	+2
COST	6000
ADD. EFF.	—
LOCATION	
Phon Coast, Tchita Uplands	

Holy Rod



ATT	+63
MAG. PWR.	+4
COST	—
ADD. EFF.	Holy element
LOCATION	
Cerobi Steppe, The Great Crystal	

Rod of Faith



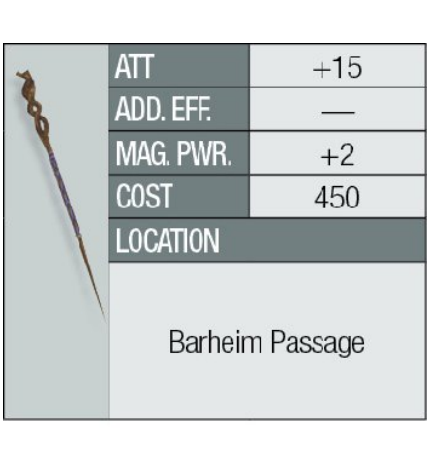
ATT	+21
MAG. PWR.	+6
COST	—
ADD. EFF.	Faith
LOCATION	
Obtainable on Mt Bur-Omisace after clearing Rank VII hunt, Truth Shrouded in Mist; Cerobi Steppe	

Staves

Staves augment magick users as well, but in a different way. Many staves actually power up certain elements. For example, the spell Blizzaga will cause far more damage when cast with an Ice Staff than without it. When used during melee combat, staves take into account character strength and magick power, staff attack, and enemy defense to determine damage. All staves add 8 to Evasion.

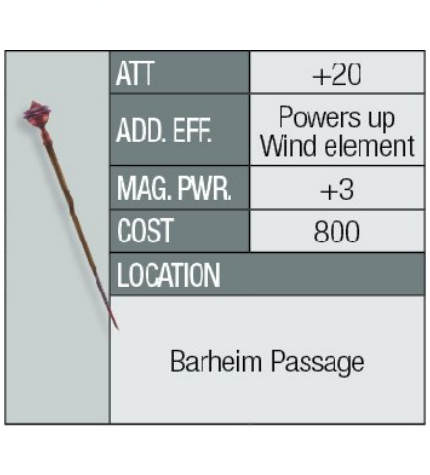
STAVES 1	STAVES 2	STAVES 3	STAVES 4	STAFF OF THE MAGI

Oak Staff



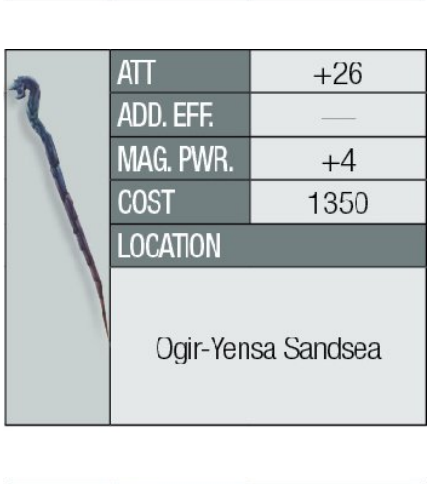
ATT	+15
ADD. EFF.	—
MAG. PWR.	+2
COST	450
LOCATION	
Barheim Passage	

Cherry Staff



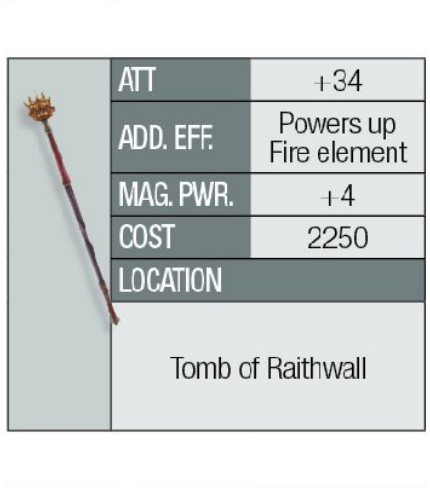
ATT	+20
ADD. EFF.	Powers up Wind element
MAG. PWR.	+3
COST	800
LOCATION	
Barheim Passage	

Wizard's Staff



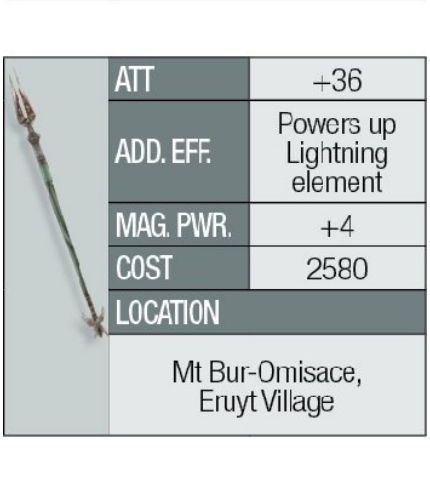
ATT	+26
ADD. EFF.	—
MAG. PWR.	+4
COST	1350
LOCATION	
Ogir-Yensa Sandsea	

Flame Staff



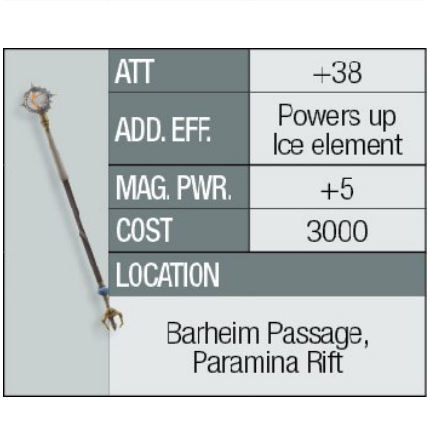
ATT	+34
ADD. EFF.	Powers up Fire element
MAG. PWR.	+4
COST	2250
LOCATION	
Tomb of Raithwall	

Storm Staff



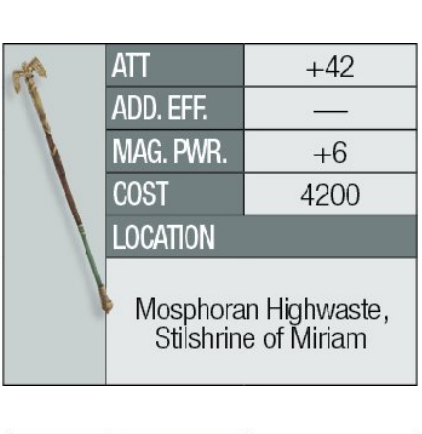
ATT	+36
ADD. EFF.	Powers up Lightning element
MAG. PWR.	+4
COST	2580
LOCATION	
Mt Bur-Omisace, Eruyt Village	

Glacial Staff



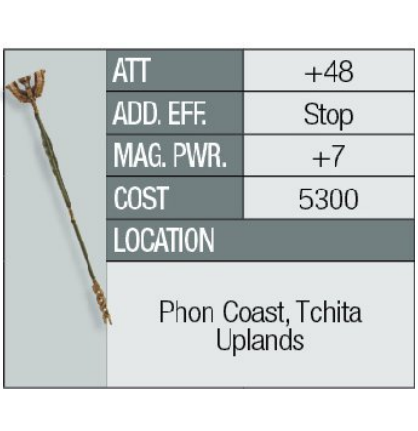
ATT	+38
ADD. EFF.	Powers up Ice element
MAG. PWR.	+5
COST	3000
LOCATION	
Barheim Passage, Paramina Rift	

Golden Staff



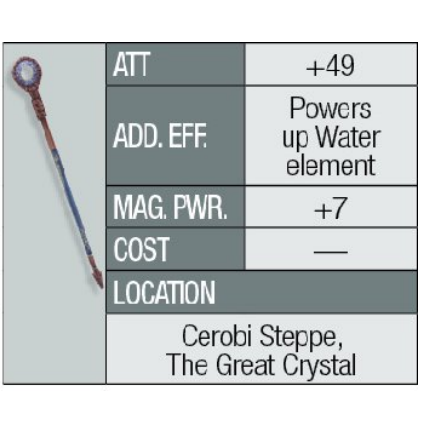
ATT	+42
ADD. EFF.	—
MAG. PWR.	+6
COST	4200
LOCATION	
Mosphoran Highwaste, Stilshrine of Miriam	

Judicer's Staff



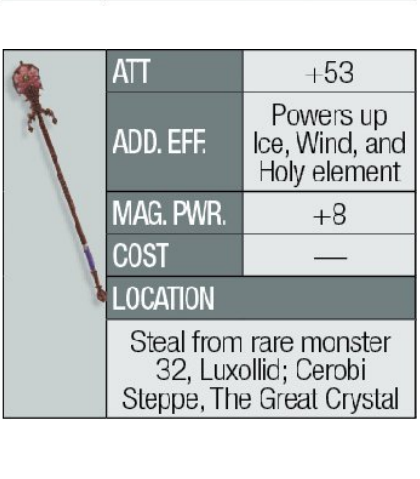
ATT	+48
ADD. EFF.	Stop
MAG. PWR.	+7
COST	5300
LOCATION	
Phon Coast, Tchita Uplands	

Cloud Staff

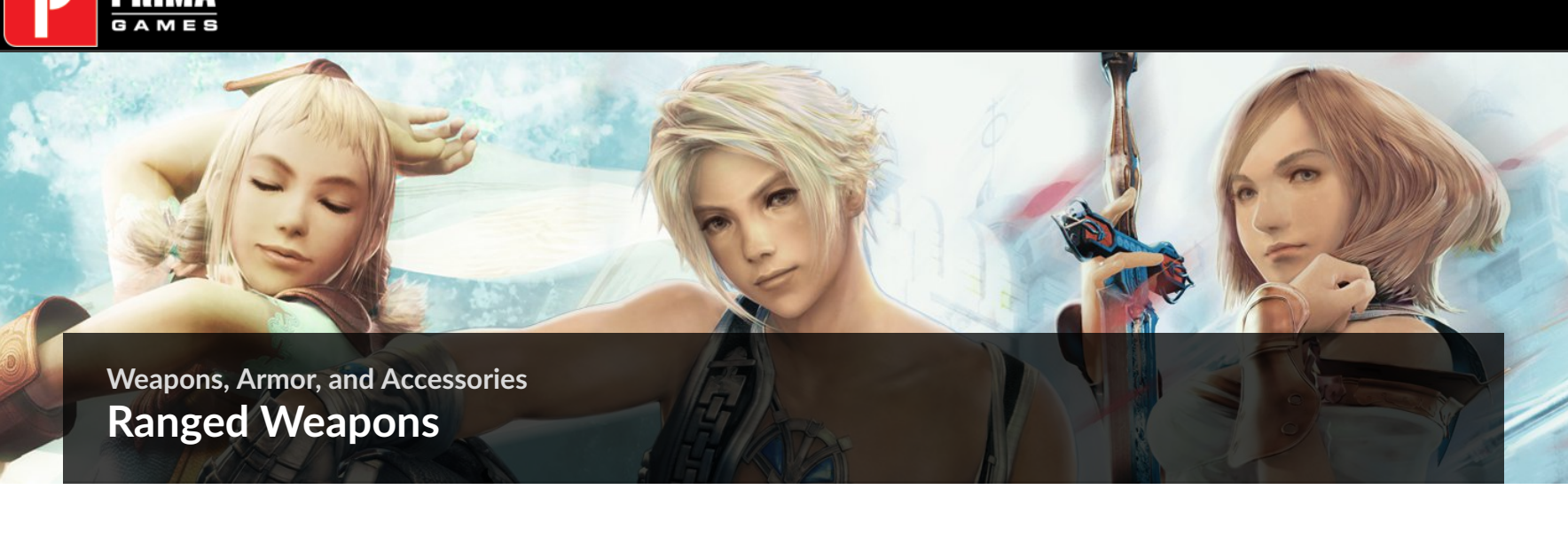


ATT	+49
ADD. EFF.	Powers up Water element
MAG. PWR.	+7
COST	—
LOCATION	
Cerobi Steppe, The Great Crystal	

Staff of the Magi



ATT	+53
ADD. EFF.	Powers up Ice, Wind, and Holy element
MAG. PWR.	+8
COST	—
LOCATION	
Steal from rare monster 32, Luxollid; Cerobi Steppe, The Great Crystal	



Weapons, Armor, and Accessories

Ranged Weapons

This weapon class offers many benefits over more traditional fare, with a few negatives to balance things out. Ranged weapons prevent a party member from equipping a shield and, for the most part, they do not enhance Evasion in a meaningful way. They also tend to attack less rapidly than melee weapons. Finally, and this is where ranged weapons come up shortest compared to melee weapons, ranged weapons can't combo attack.

Now for the good news! Ranged weapons allow attacks from a distance, often out of harm's way. Enemies must close the gap to counter-attack. Equipping your party members with ranged weapons also makes it more likely that they will be spread out, causing area-of-effect technicks and magicks (such as Firaga) to hit perhaps just one or two party members rather than the entire party. In some situations (e.g., against enemies that can inflict effects like Disable or Stop to multiple characters at once), this can be a lifesaver.

Ranged weapons require ammunition: arrows for bows, bolts for crossbows, shot for guns, and incendiaries for hand-bombs. The ammunition will oftentimes inflict status effects on enemies, such as Stop or Disable. The weakening and positional advantages of ranged weapons can more than compensate for the lack of a shield, especially for characters set up as support. Ranged weapons are also required to hit flying monsters as melee weapons (except for spears) cannot strike these enemies without the technick Telekinesis, which does not show up until late in the game.

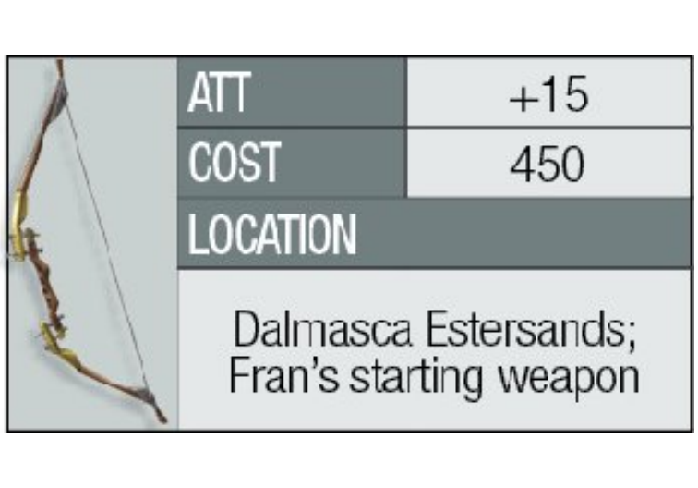
Bows

Bows provide the most basic ranged damage option. These weapons allow attacks from a distance at the expense of using a shield. They also add no peripheral stats beyond their base attack, and have no additional effects.

However, many arrow types do have additional effects, and the infrequency of crossbow and gun upgrades means that bows are often a good option. Bow accuracy is also affected by the weather in a given region. For example, rain has an adverse effect. Bow damage is determined by the attack power of the bow and arrow, your character's strength and speed, and the enemy's defense. It is also worth remembering that enemies cannot counter bow attacks. Bows do not grant a bonus to Evasion.

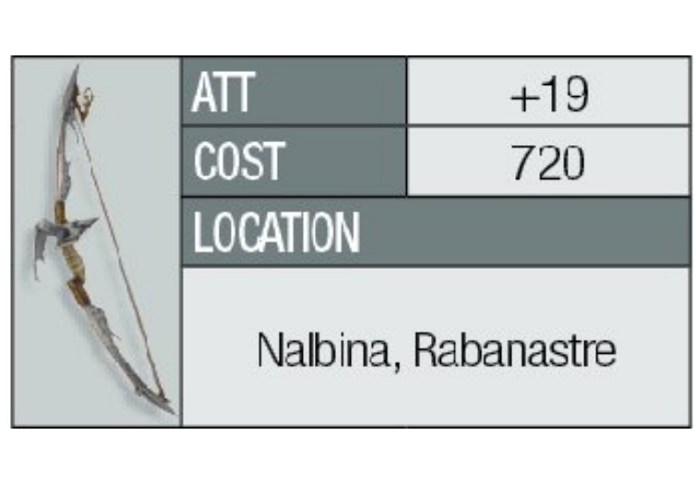
BOWS 1 | BOWS 2 | BOWS 3 | BOWS 4 | BOWS 5 | BOWS 6 | BOWS 7 | SAGITTARIUS | DHANUSHA

Shortbow



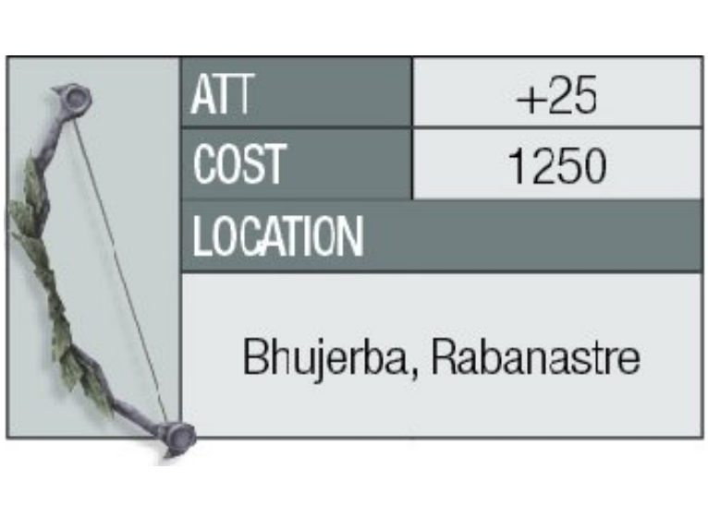
ATT +15
COST 450
LOCATION
Dalmasca Estersands; Fran's starting weapon

Silver Bow



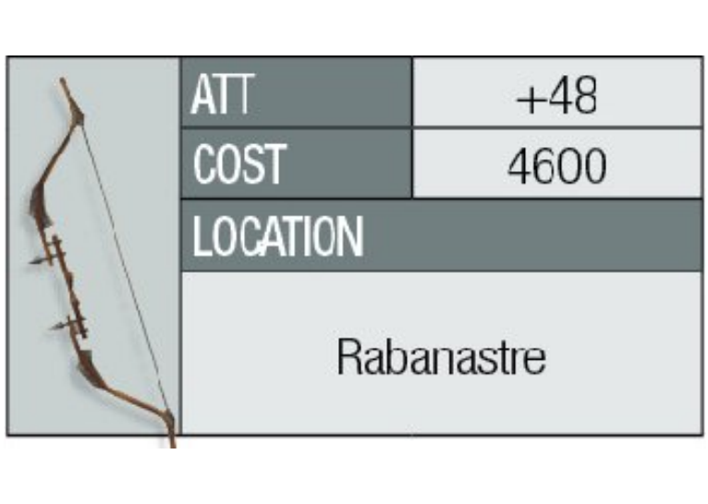
ATT +19
COST 720
LOCATION
Nalbina, Rabanastre

Aevis Killer



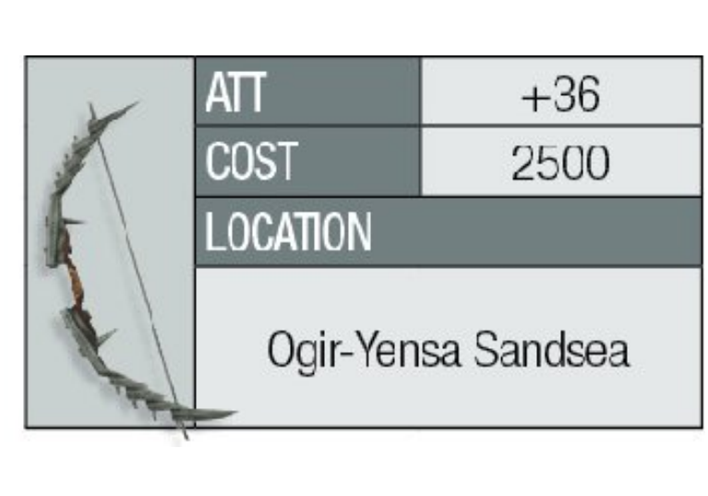
ATT +25
COST 1250
LOCATION
Bhujerba, Rabanastre

Longbow



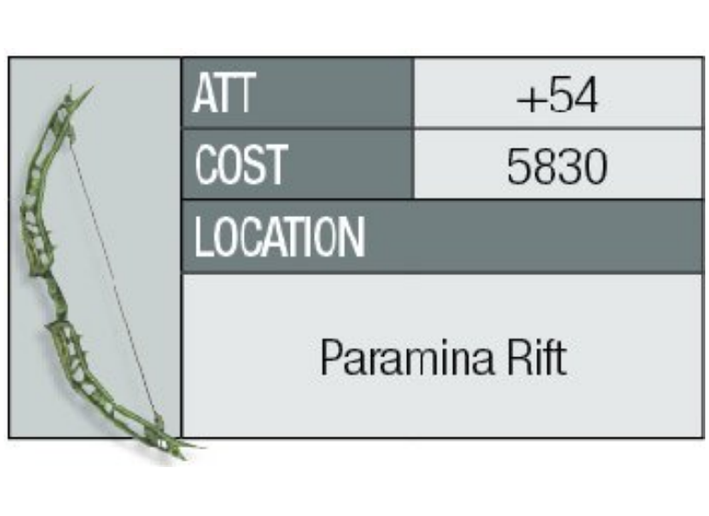
ATT +48
COST 4600
LOCATION
Rabanastre

Killer Bow



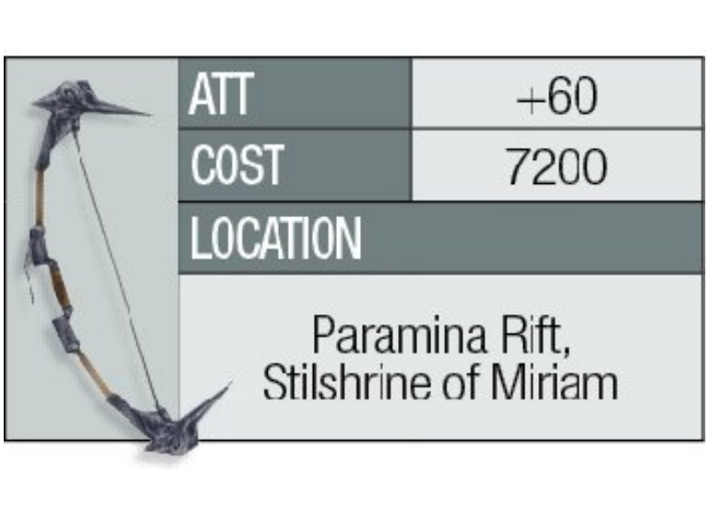
ATT +36
COST 2500
LOCATION
Ogir-Yensa Sandsea

Elfin Bow



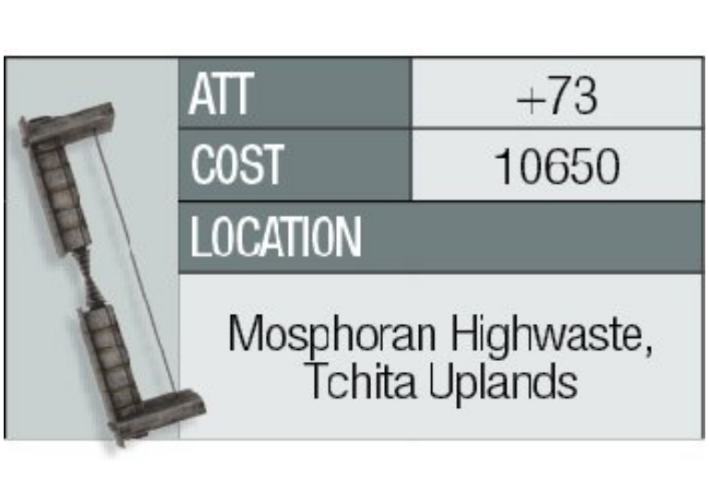
ATT +54
COST 5830
LOCATION
Paramina Rift

Loxley Bow



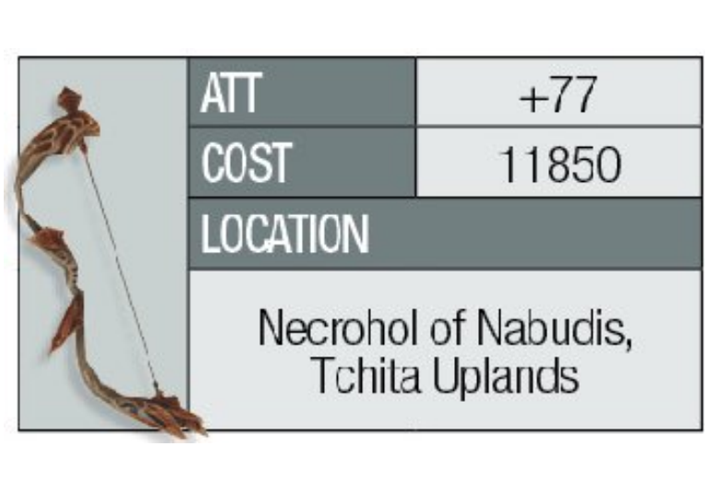
ATT +60
COST 7200
LOCATION
Paramina Rift, Stilshrine of Miriam

Giant Stonebow



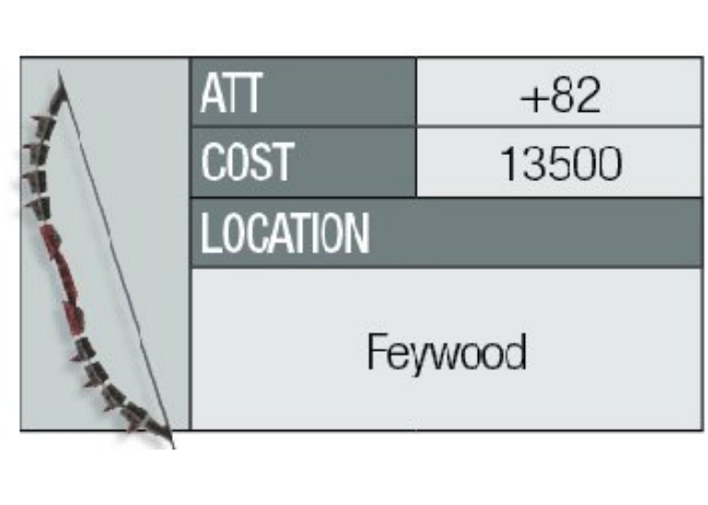
ATT +73
COST 10650
LOCATION
Mosphoran Highwaste, Tchita Uplands

Burning Bow



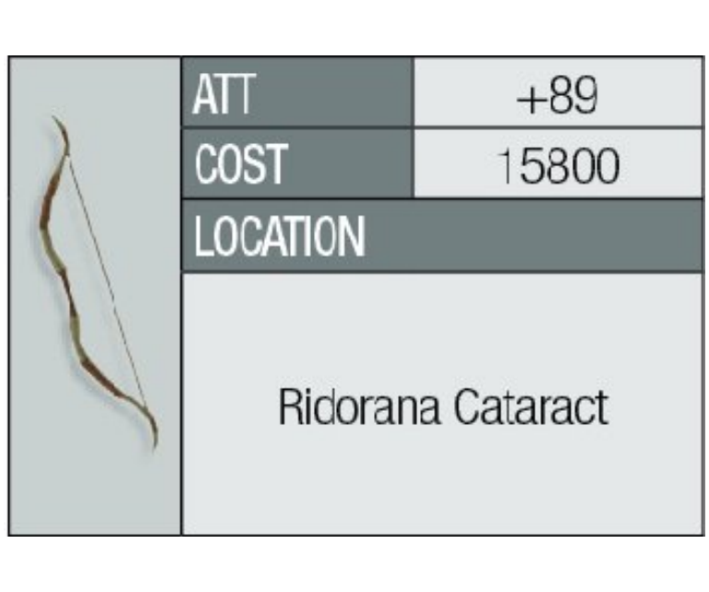
ATT +77
COST 11850
LOCATION
Necrohol of Nabudis, Tchita Uplands

Traitor's Bow



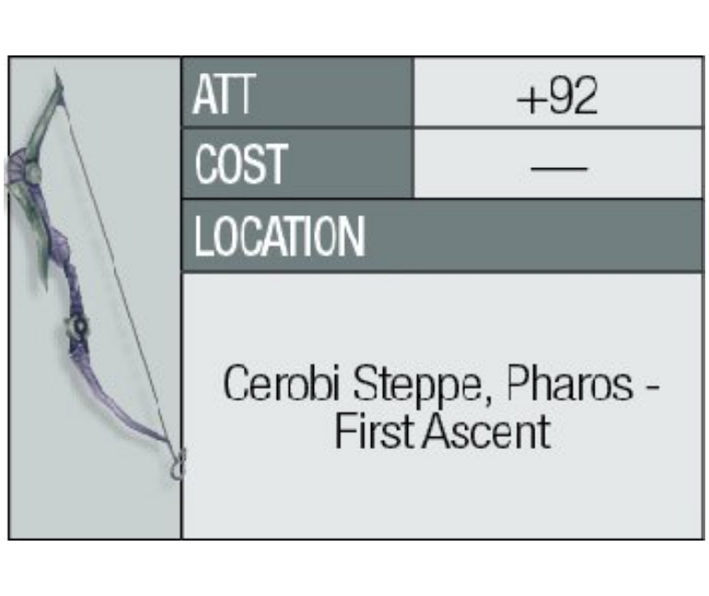
ATT +82
COST 13500
LOCATION
Feywood

Yoichi Bow



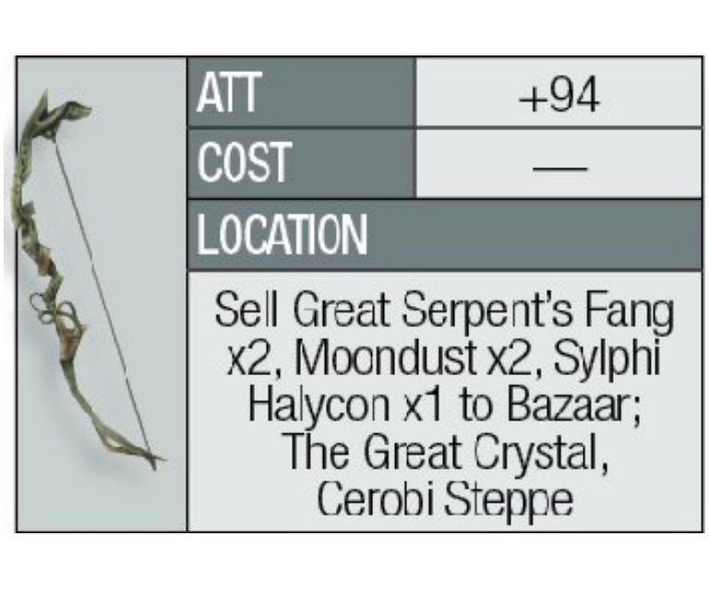
ATT +89
COST 15800
LOCATION
Ridorana Cataract

Perseus Bow



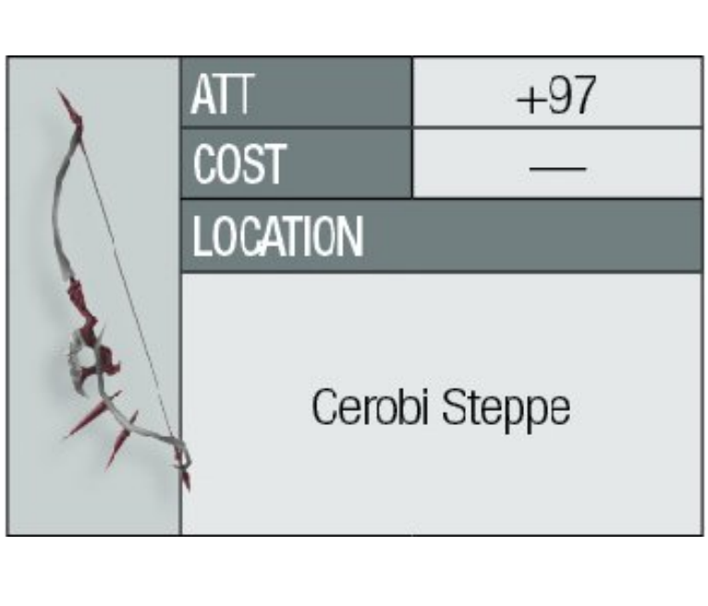
ATT +92
COST —
LOCATION
Cerobi Steppe, Pharos - First Ascent

Artemis Bow



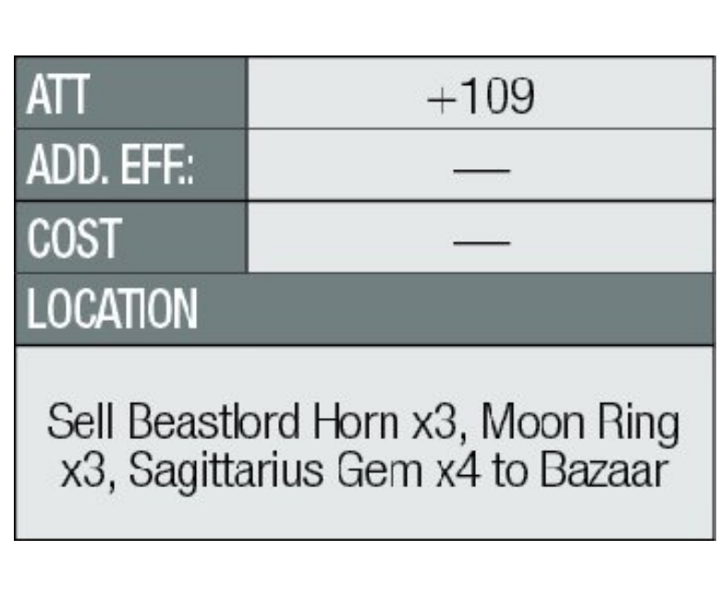
ATT +94
COST —
LOCATION
Sell Great Serpent's Fang x2, Moondust x2, Sylphi Halycon x1 to Bazaar; The Great Crystal, Cerobi Steppe

Sagittarius



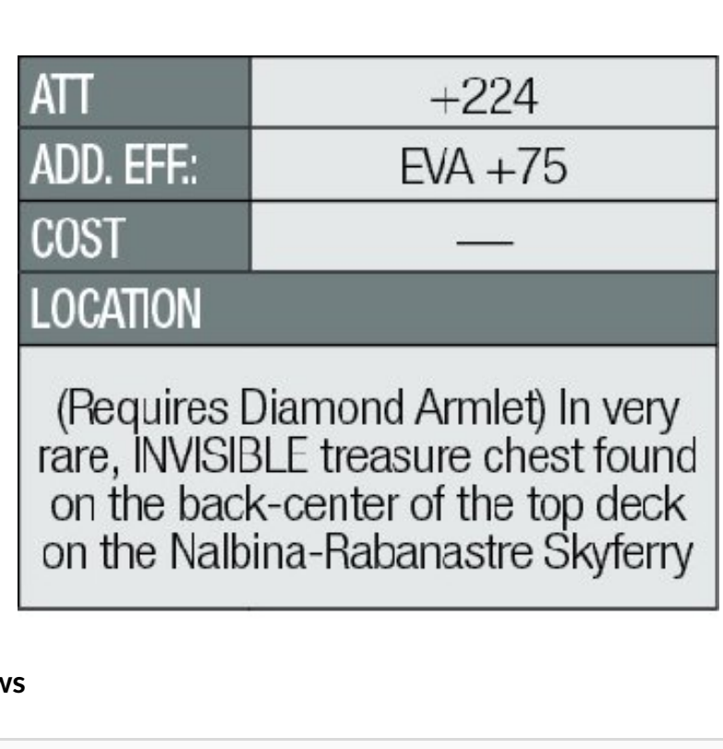
ATT +97
COST —
LOCATION
Cerobi Steppe

Dhanusha



ATT +109
ADD. EFF.: —
COST —
LOCATION
Sell Beastlord Horn x3, Moon Ring x3, Sagittarius Gem x4 to Bazaar

Seitengrat



ATT +224
ADD. EFF.: EVA +75
COST —
LOCATION
(Requires Diamond Armlet) In very rare, INVISIBLE treasure chest found on the back-center of the top deck on the Nalbina-Rabanastre Skyferry

Bow Ammunition—Arrows

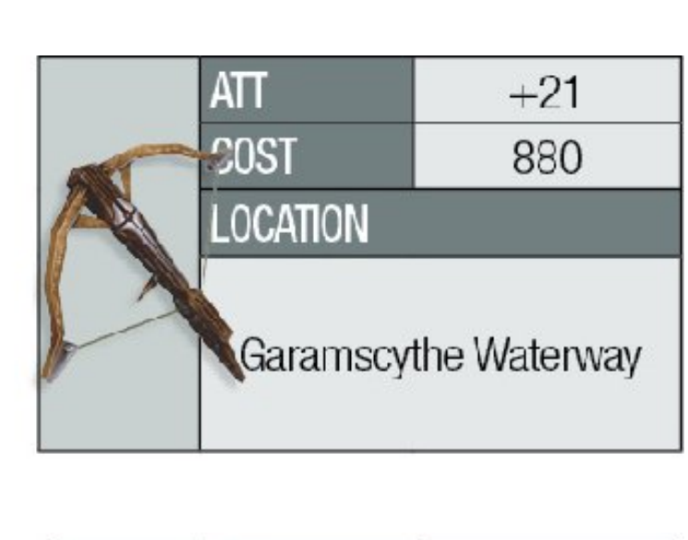
Name	Att.	Add. Eff.	Location
Onion Arrows	+1	—	Nalbina, Jahara, Mt Bur-Omisace
Parallel Arrows	+2	—	Bazaar goods
Fiery Arrows	+1	Fire element	Sell Crooked Fang x2, Fire Stone x4 to Bazaar
Bamboo Arrows	+2	Poison	Sell Bat Fang x5, Yellow Liquid x1, Water Magicite x3 to Bazaar
Lightning Arrows	+2	Thunder element	Hunt reward (Rank III, A Chase Through the Woods)
Assassin's Arrows	+3	KO	Hunt reward (Rank VII, Wyrm Wrath's Renewal)
Ice Cloud Arrows	+4	Ice element	Sell Spiral Incisor x4, Antarctic Wind x2, Ice Crystal x7 to Bazaar
Artemis Arrows	+5	Earth element	Sell Vampyr Fang x2, Great Serpent Fang x2, Gemini Gem x3 to Bazaar

Crossbows

All crossbows add 5 to Evasion. While crossbows do not possess additional effects, crossbow ammunition often does. Enemies cannot parry or counter crossbow attacks, although crossbow attacks may simply miss. Crossbow damage is determined by the attack power of the crossbow and bolt, your character's strength, and the enemy's defense.

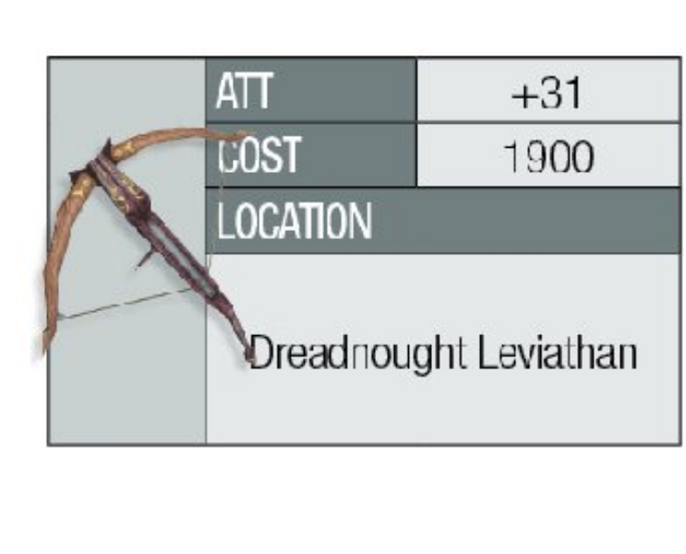
CROSSBOWS 1 | CROSSBOWS 2 | CROSSBOWS 3 | CROSSBOWS 4

Bowgun



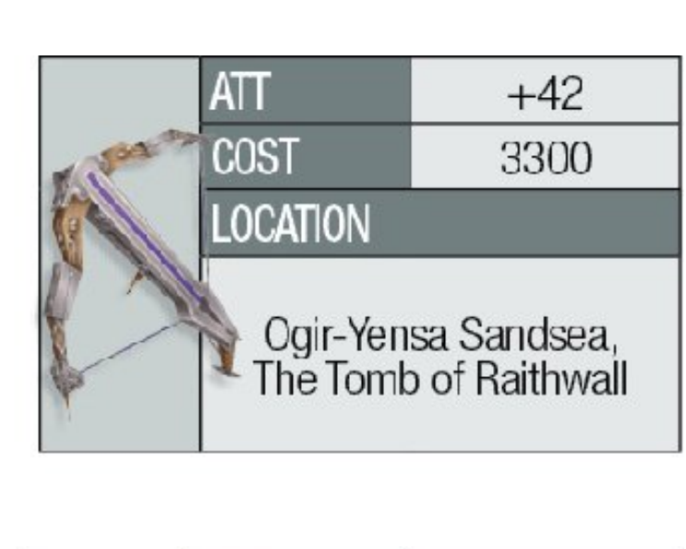
ATT +21
COST 880
LOCATION
Garamscythe Waterway

Crossbow



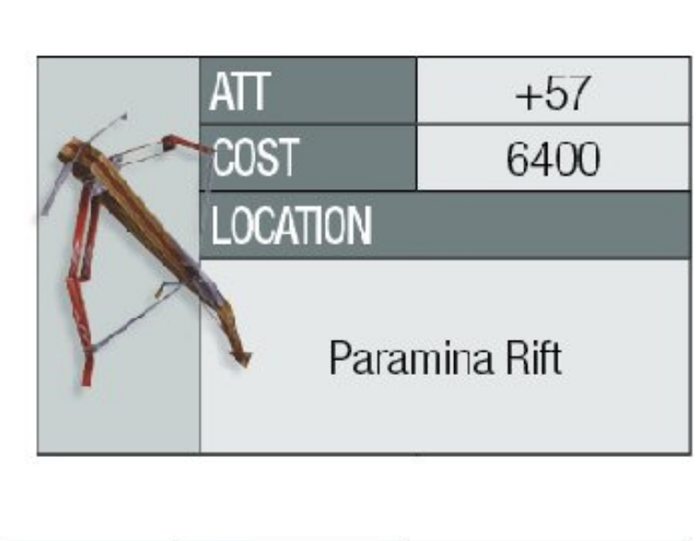
ATT +31
COST 1900
LOCATION
Dreadnought Leviathan

Paramina Crossbow



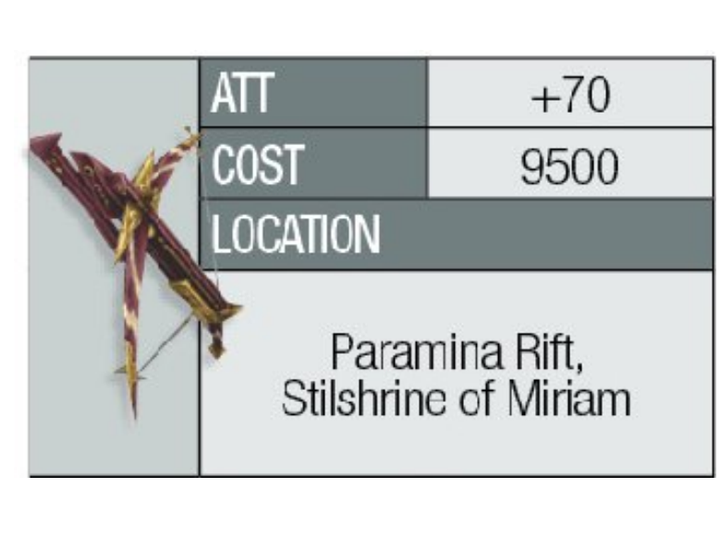
ATT +42
COST 3300
LOCATION
Ogir-Yensa Sandsea, The Tomb of Raithwall

Recurve Crossbow



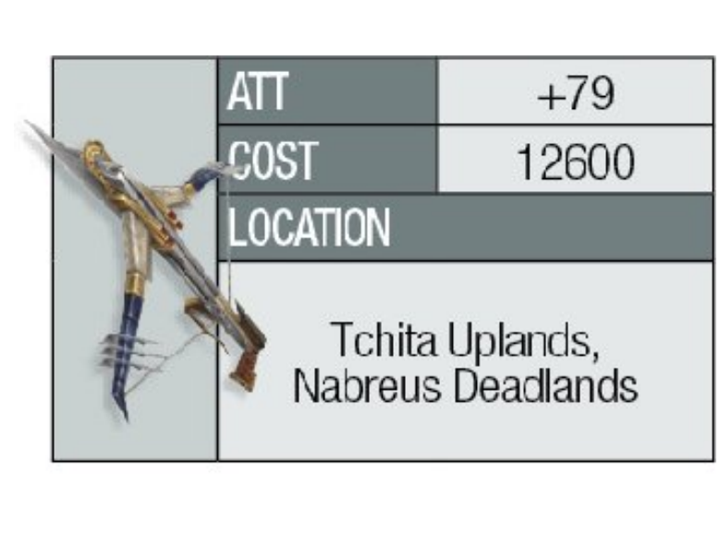
ATT +57
COST 6400
LOCATION
Paramina Rift

Hunting Crossbow



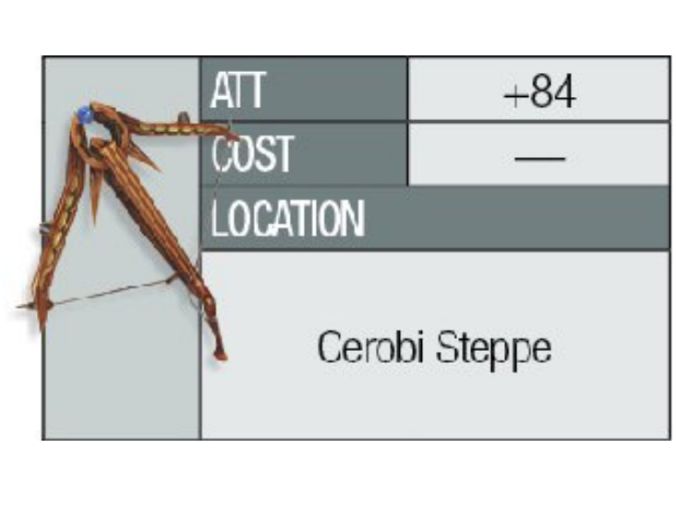
ATT +70
COST 9500
LOCATION
Paramina Rift, Stilshrine of Miriam

Penetrator Crossbow



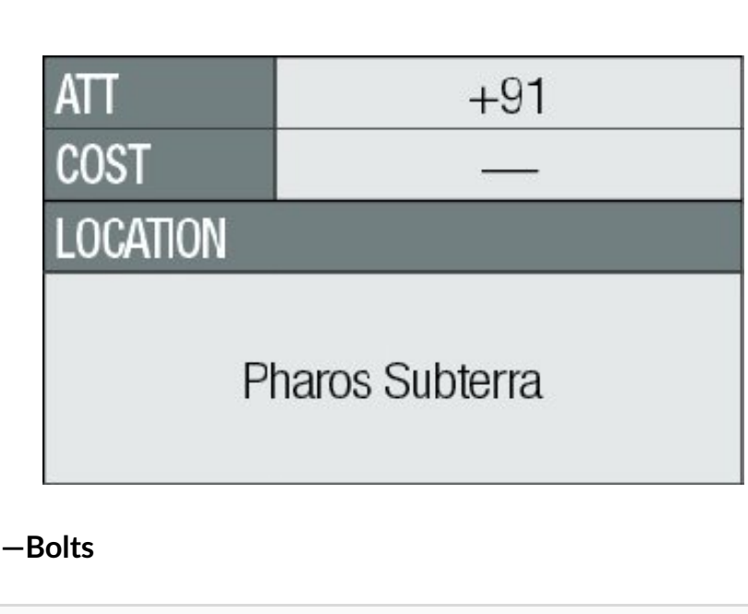
ATT +79
COST 12600
LOCATION
Tchita Uplands, Nabreus Deadlands

Gastrophetes



ATT +84
COST —
LOCATION
Cerobi Steppe

tula



ATT +91
COST —
LOCATION
Pharos Subterra

Crossbow Ammunition—Bolts

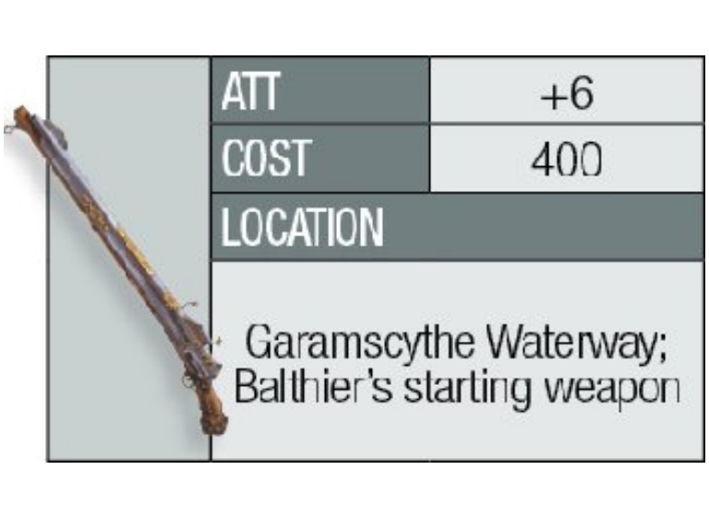
BOW	Name	ATT.	added effect	location
	Onion Bolts	+1	—	Nalbina, Jahara, Mt Bur-Omisace
	Long Bolts	+1	Slow	Sell Crooked Fang x4, Yellow Liquid x2, Ice Stone x1 to Bazaar
	Stone Bolts	+1	Disable	Sell Bunch of Needles x1, Festering Flesh x2, Ice Magicite x5 to Bazaar
	Lead Bolts	+2	Immobilize	Hunt reward (Rank IV, Shelled Obstruction)
	Black Bolts	+2	Blind	Sell Spiral Incisor x3, Silver Liquid x3, Dark Crystal x3 to Bazaar
	Time Bolts	+2	Doom	Sell Wyvern Fang x4, Ancient Bone x3, Holy Crystal x9 to Bazaar
	Sapping Bolts	+3	Sap	Hunt reward (Rank VI, Fishy Dreams)
	Grand Bolts	+4	—	Sell Wrath of Gods x2, Ring Wyrm Liver x2, Capricorn Gem x3 to Bazaar

Guns

Although guns are slow to fire (they take almost twice as long as any other weapon type), they compensate by being 100% accurate! All guns add 10 to Evasion. While guns have no additional effects, their munitions often do. Note that enemies cannot parry, block, or counter gun attacks. Gun damage is determined solely by the attack power of the gun and its ammunition. An enemy's defense is of no consequence when determining damage.

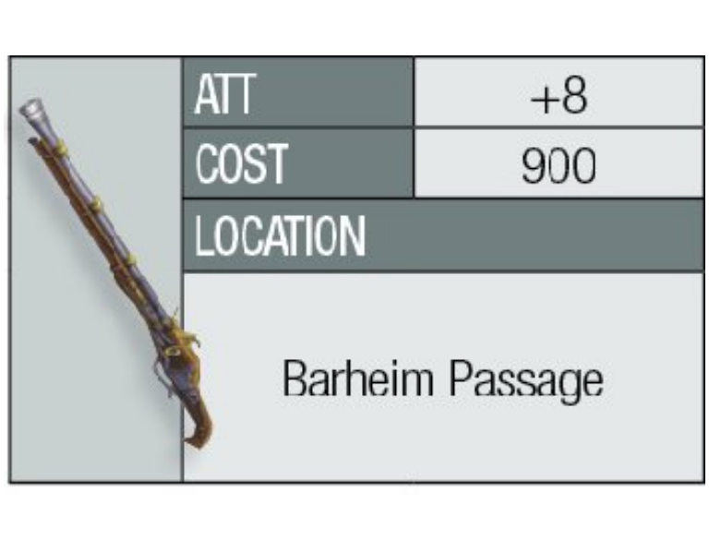
GUNS 1 | GUNS 2 | GUNS 3 | GUNS 4 | GUNS 5 | GUNS 6 | MITHUNA

Altair



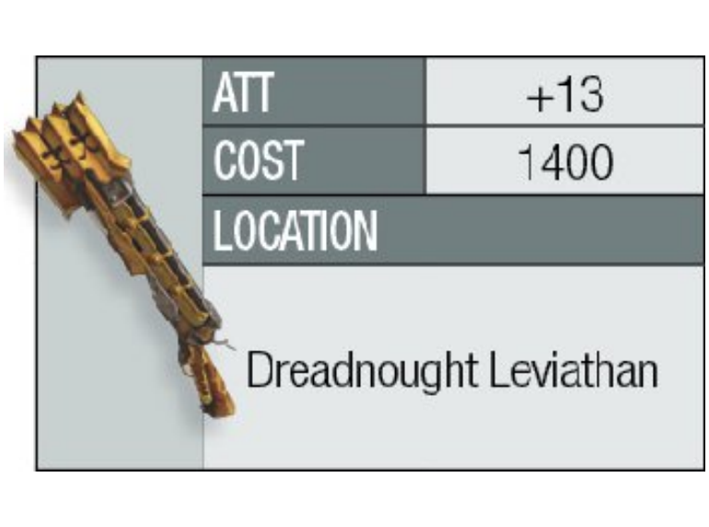
ATT +6
COST 400
LOCATION
Garamscythe Waterway; Balthier's starting weapon

Capella



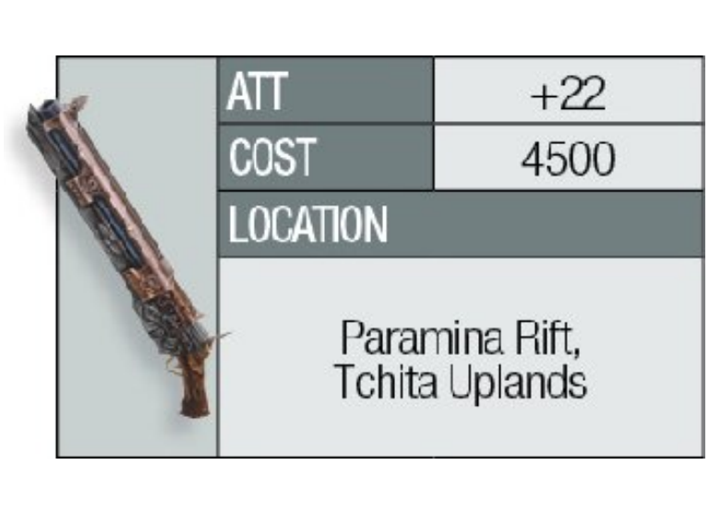
ATT +8
COST 900
LOCATION
Barheim Passage

Vega



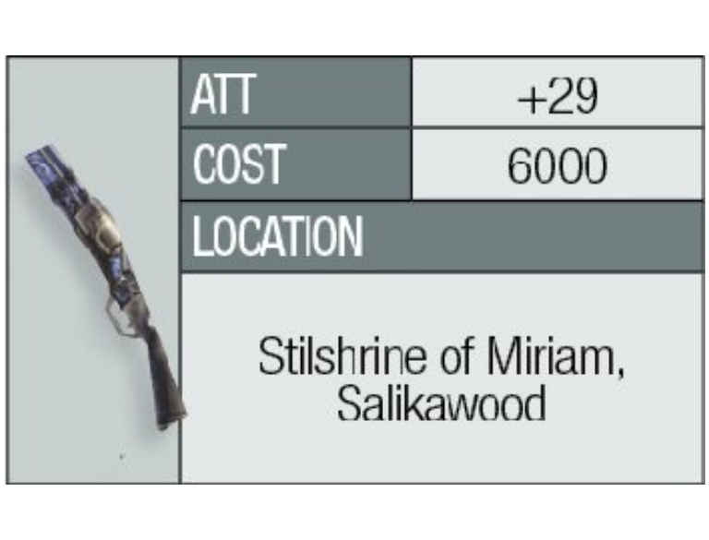
ATT +13
COST 1400
LOCATION
Dreadnought Leviathan

Betelgeuse



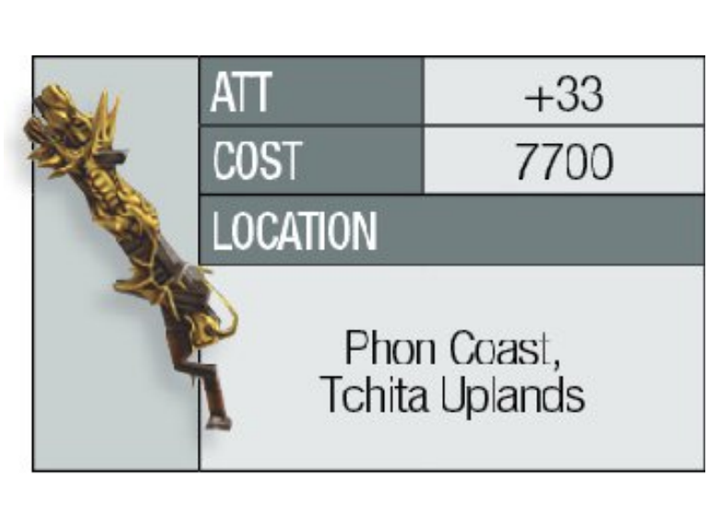
ATT +22
COST 4500
LOCATION
Paramina Rift, Tchita Uplands

Ras Algethi



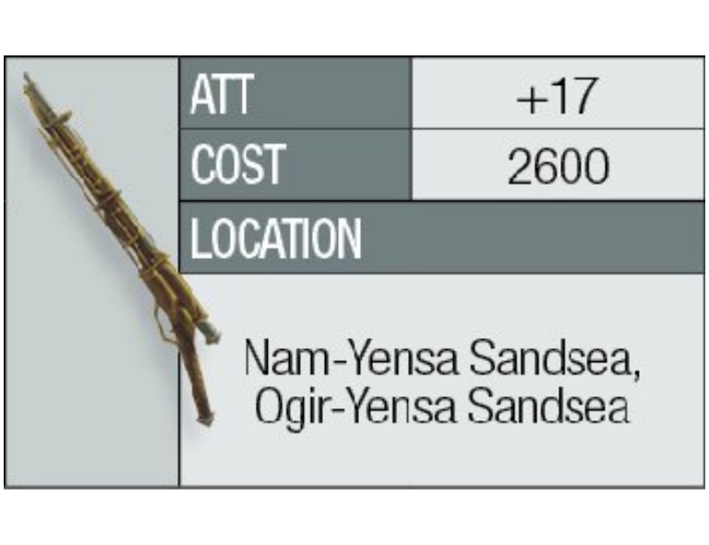
ATT +29
COST 6000
LOCATION
Stilshrine of Miriam, Salikawood

Aldebaran



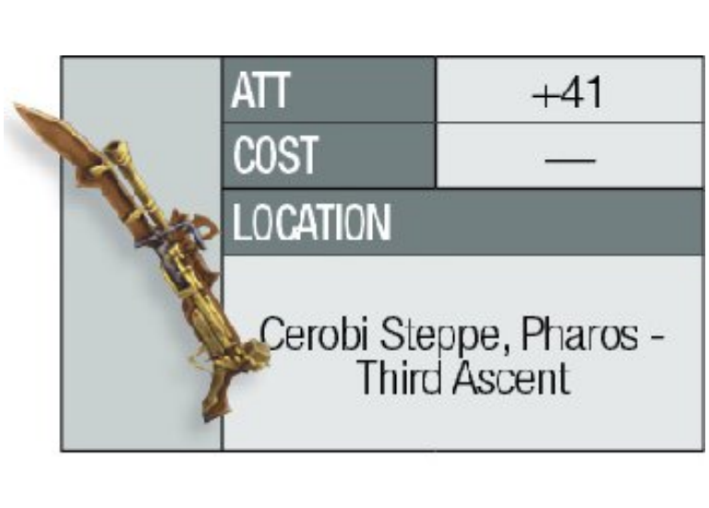
ATT +33
COST 7700
LOCATION
Phon Coast, Tchita Uplands

Sirius



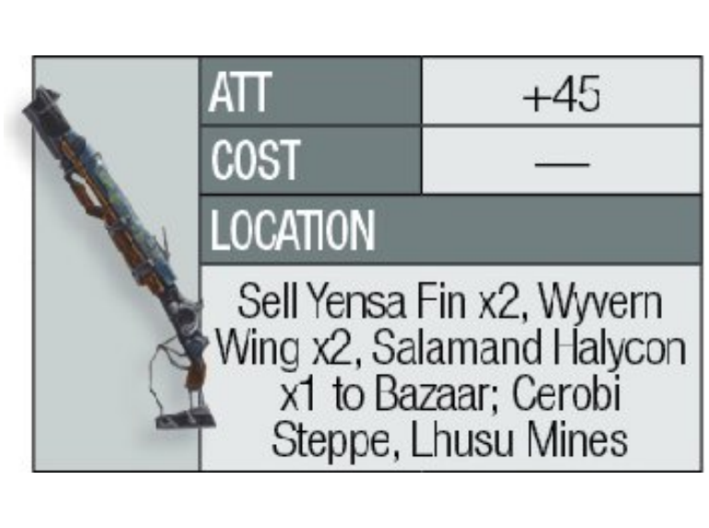
ATT +17
COST 2600
LOCATION
Nam-Yensa Sandsea, Ogir-Yensa Sandsea

Antares



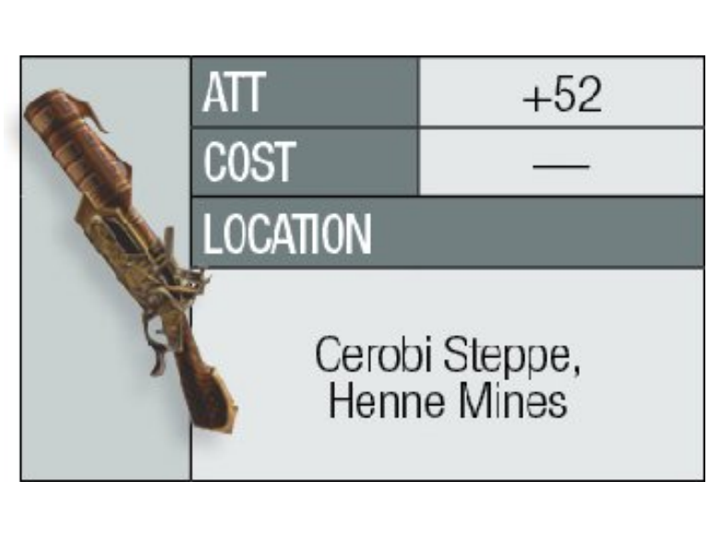
ATT +41
COST —
LOCATION
Cerobi Steppe, Pharos - Third Ascent

Arcturus



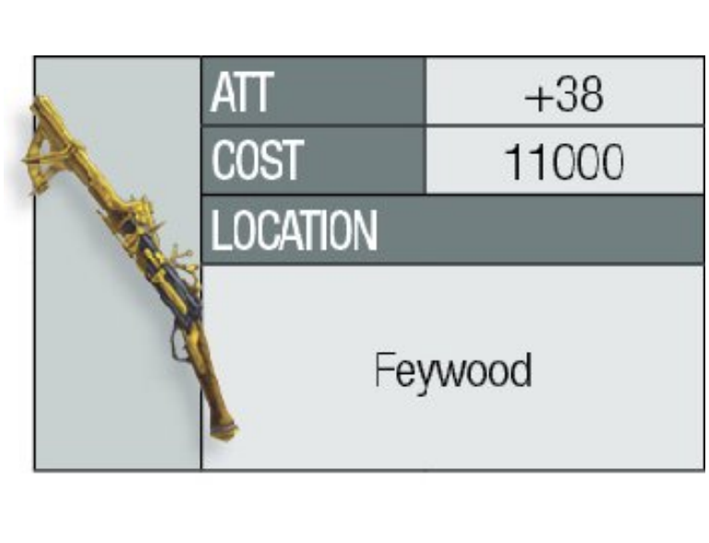
ATT +45
COST —
LOCATION
Sell Yensa Fin x2, Wyvern Wing x2, Salamand Halycon x1 to Bazaar; Cerobi Steppe, Lhusu Mines

Fomalhaut



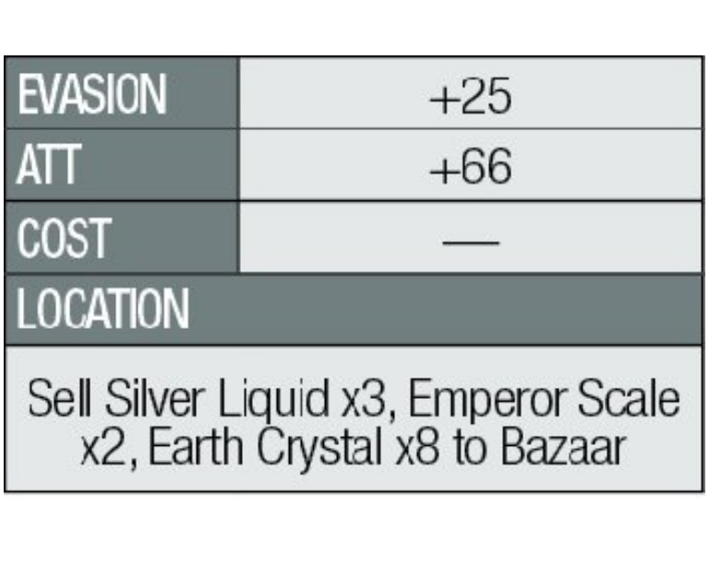
ATT +52
COST —
LOCATION
Cerobi Steppe, Henne Mines

Spica



ATT +38
COST 11000
LOCATION
Feywood

Mithuna



EVASION +25
ATT +66
COST —
LOCATION
Sell Silver Liquid x3, Emperor Scale x2, Earth Crystal x8 to Bazaar

Gun Ammunition—Shots

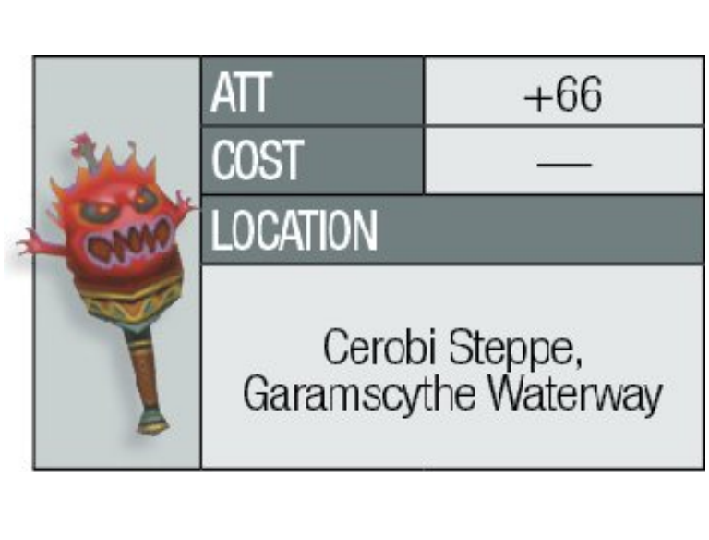
Name	Att.	Add. Eff.	Location
Onion Shot	+1	—	Nalbina, Jahara, Mt Bur-Omisace
Silent Shot	+1	Silence	Sell Fish Scale x2, Green Liquid x1, Dark Stone x3 to Bazaar
Aqua Shot	+3	Water element	Sell Yensa Scale x1, Green Liquid x3, Water Stone x4 to Bazaar
Wyrmfire Shot	+3	Fire element	Back to Barheim side quest reward
Mud Shot	+2	Earth element, Blind	Sell Ichthon Scale x4, Silver Liquid x3, Earth Crystal x3 to Bazaar
Windslicer Shot	+4	Wind element	Sell Ring Wyrm Scale x4, Silver Liquid x5, Wind Crystal x7 to Bazaar
Dark Shot	+4	Dark element	Hunt reward (Rank V, The Black Sorcerer)
Stone Shot	+3	Petrify	Sell Mirror Scale x2, Tyrant Bone x2, Libra Gem x3 to Bazaar

Hand-Bombs

Hand-bombs serve as the ranged equivalent of the axe and hammer class. They can inflict big-time damage, or they may cause little damage at all. Hand-bombs take into account your character's strength and vitality, the hand-bomb's attack rating, and the enemy's defense when determining damage dealt. The incendiaries that serve as hand-bomb ammunition often come equipped with useful additional effects. Like bows, hand-bombs do not provide an Evasion bonus.

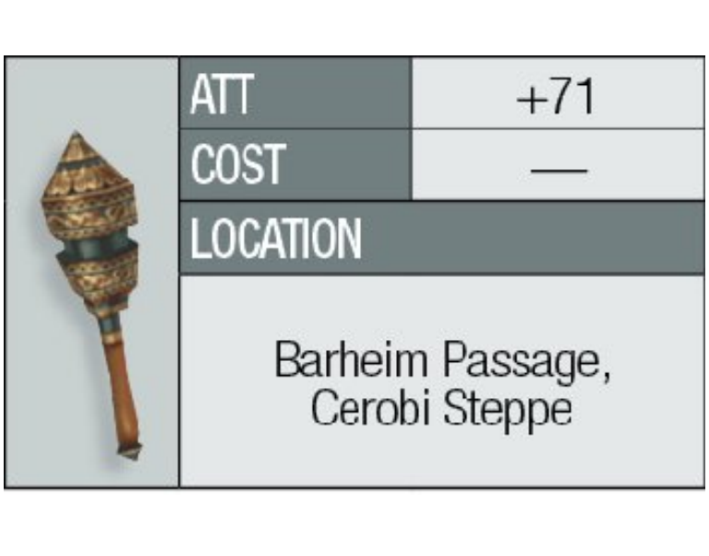
HAND-BOMBS 1 | HAND-BOMBS 2 | HAND-BOMBS 3 | MAKARA

Hornito



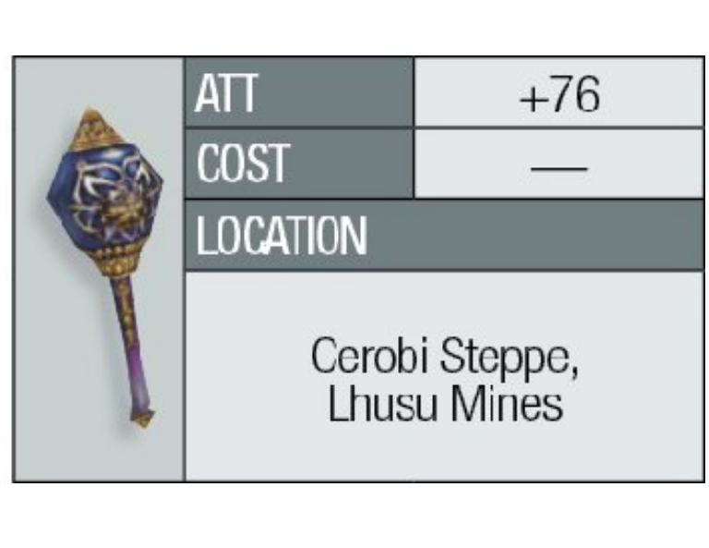
ATT +66
COST —
LOCATION
Cerobi Steppe, Garamscythe Waterway

Fumarole



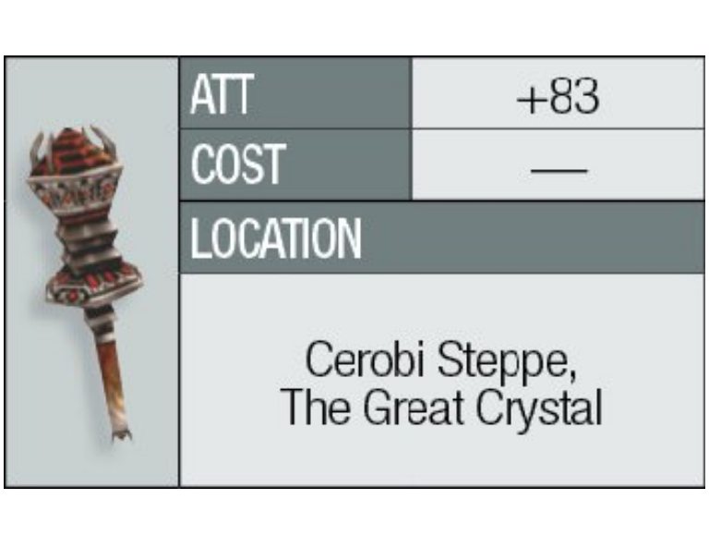
ATT +71
COST —
LOCATION
Barheim Passage, Cerobi Steppe

Tumulus



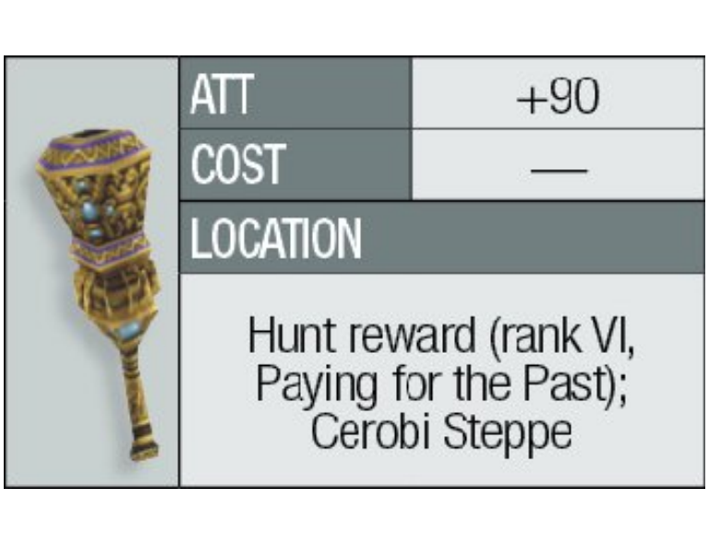
ATT +76
COST —
LOCATION
Cerobi Steppe, Lhusu Mines

Caldera



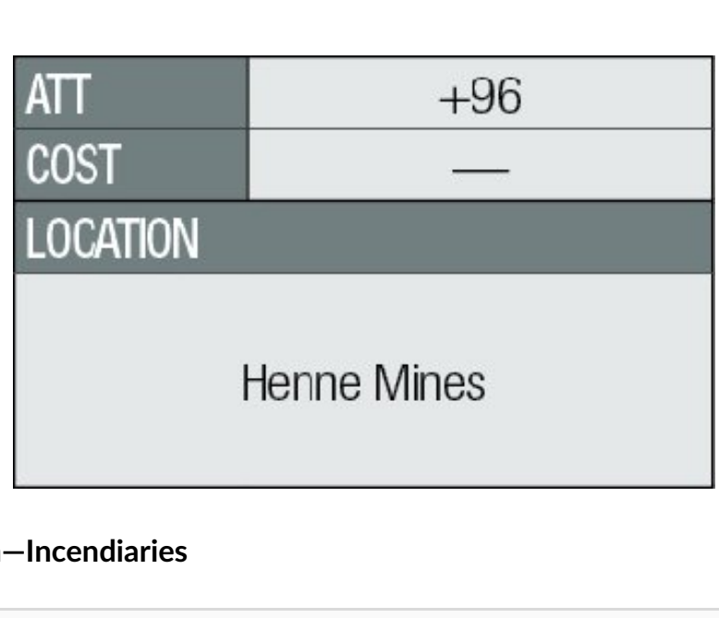
ATT +83
COST —
LOCATION
Cerobi Steppe, The Great Crystal

Volcano



ATT +90
COST —
LOCATION
Hunt reward (rank VI, Paying for the Past); Cerobi Steppe

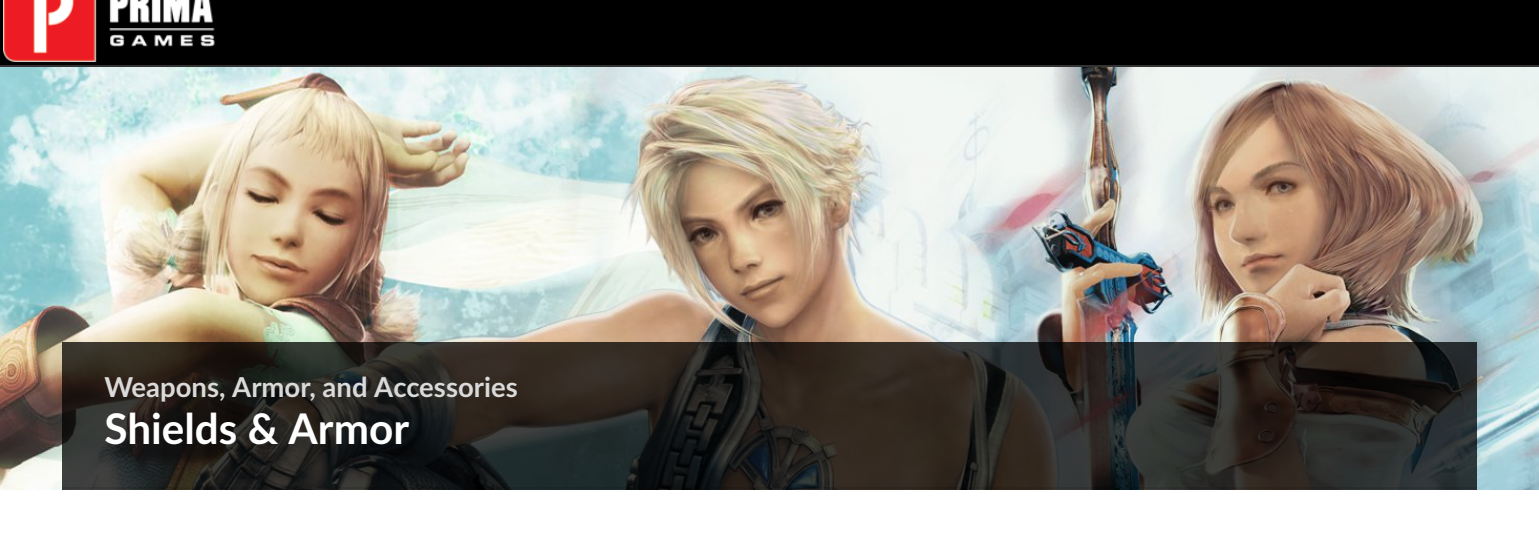
Makara



ATT +96
COST —
LOCATION
Henne Mines

Hand-Bomb Ammunition—Incendiaries

Name	Att.	Add. Eff.	LOCATION
Onion Bombs	+1	—	Nalbina, Jahara, Mt Bur-Omisace
Poison Bombs	+2	Poison	Sell Bomb Shell x1, Fire Crystal x3 to Bazaar
Stun Bombs	+2	Stop	Hunt reward (Rank V, The Deserter's Revenge)
Stink Bombs	+2	Sap	Hunt reward (Rank VII, Carrot Stalk)
Oil Bombs	+3	Oil	Sell Bomb Ashes x3, Book of Orgain x2, Fire Crystal x3 to Bazaar
Chaos Bombs	+4	Confuse	Sell Bomb Shell x4, Book of Orgain-Cent x3, Fire Crystal x7 to Bazaar
Water Bombs	+5	Water element	Sell Book of Orgain x3, Putrid Liquid x3, Water Crystal x10 to Bazaar



Weapons, Armor, and Accessories

Shields & Armor

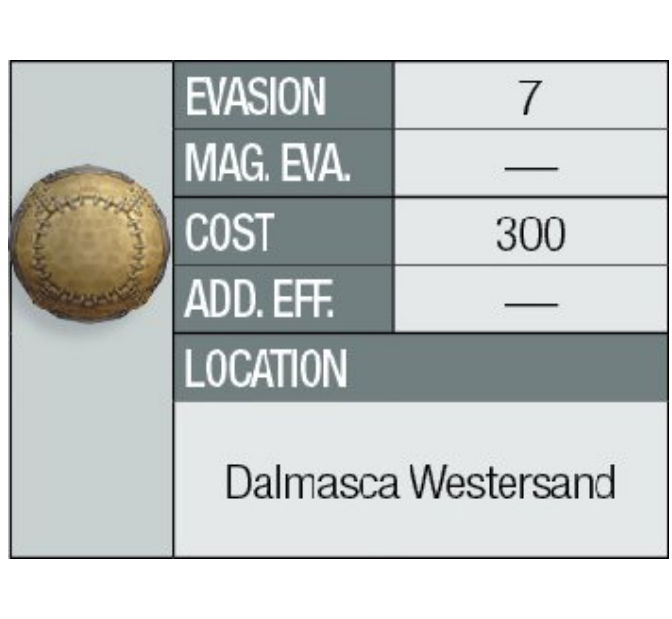
Shields

Characters equipped with one-handed weapons can and should equip a shield. Shields greatly increase survivability in battle by allowing your characters to block incoming attacks, completely negating the damage they would otherwise sustain. They occasionally provide extra benefits as well; for example, immunity to certain elements or automatic status effects. One shield toward the end of the game even comes equipped with a variety of negative status ailments to compensate for its extremely high evasion rating!

Shields become especially potent when coupled with the Gauntlets accessory. However, one downside to using shields is you lose the option to use two-handed and ranged weapons, which tend to cause more damage than one-handed weapons. This really isn't a huge obstacle when you consider that you could equip one character with a shield and keep the Decoy magick active on that character. This approach forces the character into a "tanking" role and frees up your remaining characters to focus on dealing damage.

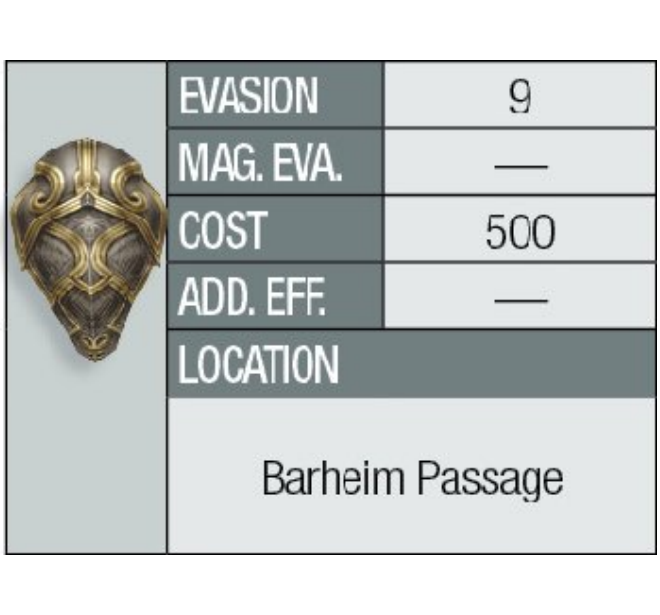
SHIELDS 1	SHIELDS 2	SHIELDS 3	SHIELDS 4	SHIELDS 5
SHIELDS 6	SHIELDS 7	SHELL SHIELD	ENSANGUINED SHIELD	ZODIAC ESCUTCHEON

LEather Shield



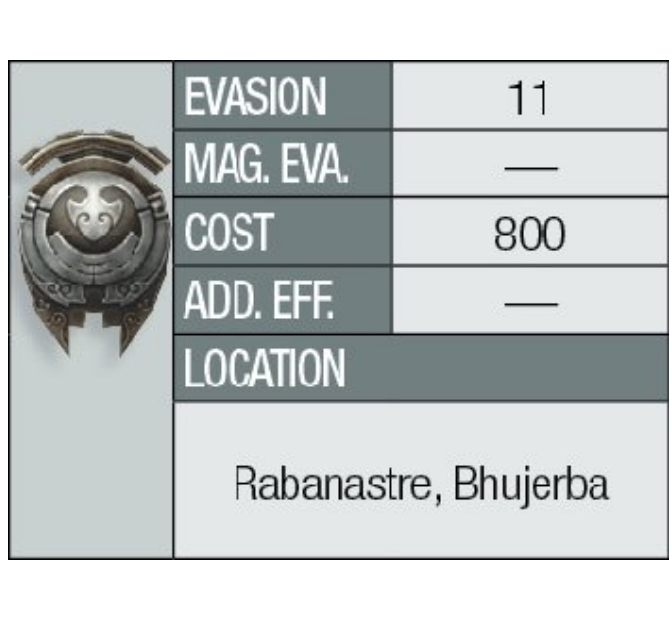
EVASION	7
MAG. EVA.	—
COST	300
ADD. EFF.	—
LOCATION	Dalmasca Westersand

Buckler



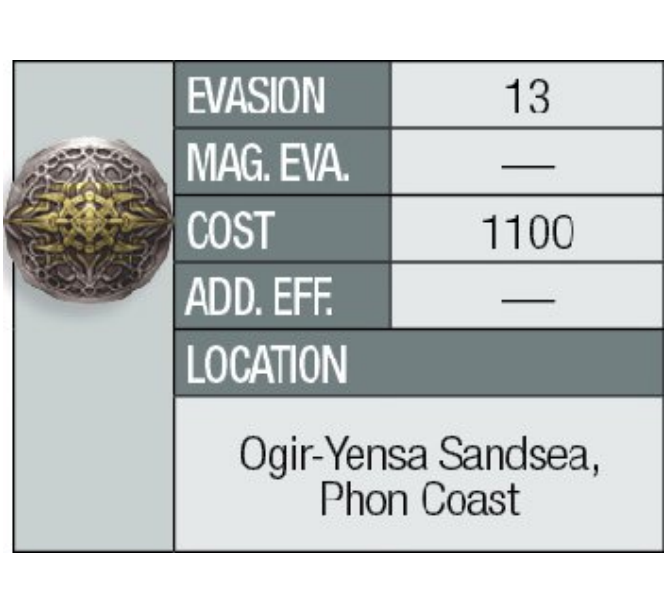
EVASION	9
MAG. EVA.	—
COST	500
ADD. EFF.	—
LOCATION	Barheim Passage

Bronze shield



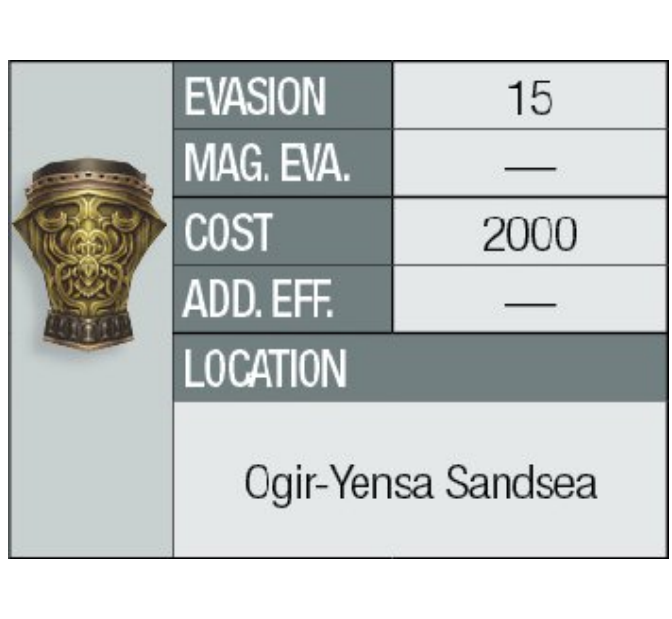
EVASION	11
MAG. EVA.	—
COST	800
ADD. EFF.	—
LOCATION	Rabanastre, Bhujerba

Round Shield



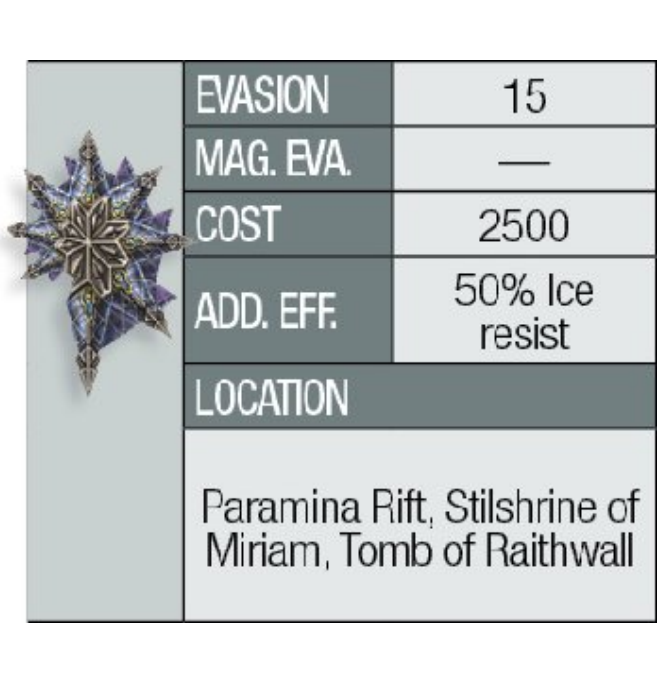
EVASION	13
MAG. EVA.	—
COST	1100
ADD. EFF.	—
LOCATION	Ogir-Yensa Sandsea, Phon Coast

Golden Shield



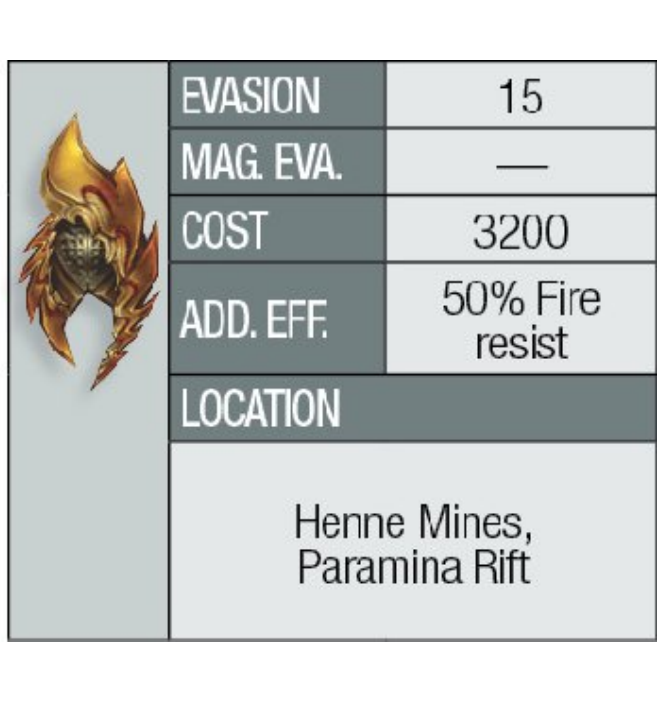
EVASION	15
MAG. EVA.	—
COST	2000
ADD. EFF.	—
LOCATION	Ogir-Yensa Sandsea

Ice Shield



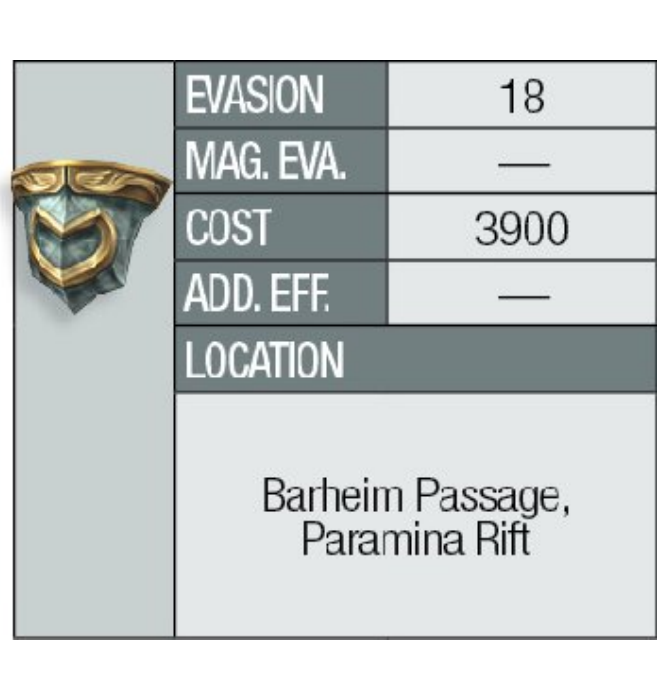
EVASION	15
MAG. EVA.	—
COST	2500
ADD. EFF.	50% Ice resist
LOCATION	Paramina Rift, Stilshrine of Miriam, Tomb of Raithwall

Flame Shield



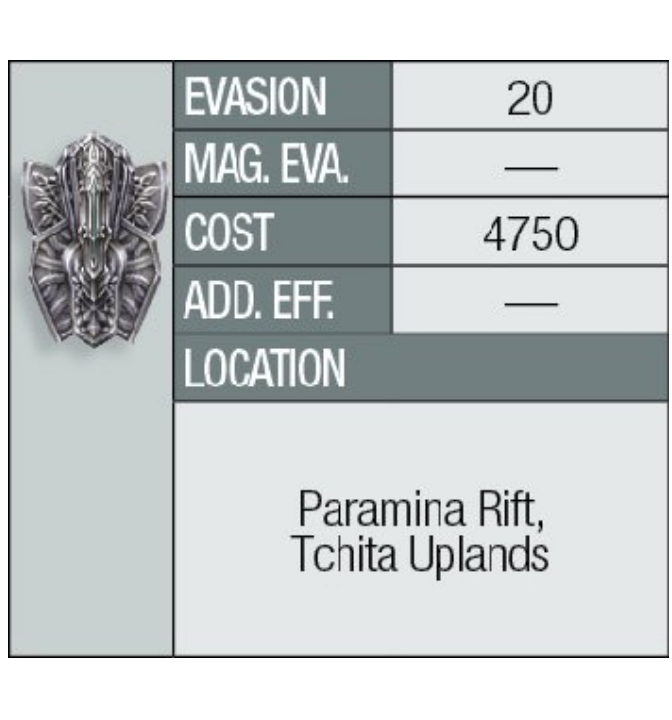
EVASION	15
MAG. EVA.	—
COST	3200
ADD. EFF.	50% Fire resist
LOCATION	Henne Mines, Paramina Rift

Diamond Shield



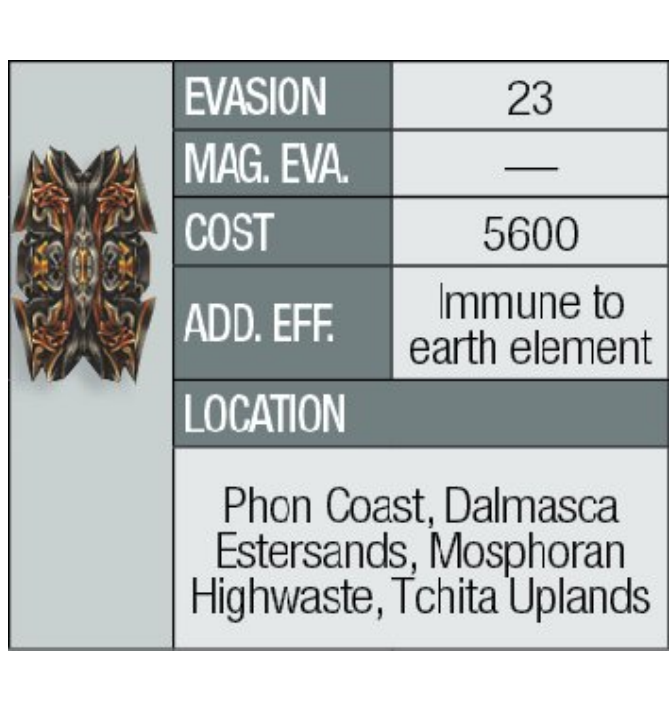
EVASION	18
MAG. EVA.	—
COST	3900
ADD. EFF.	—
LOCATION	Barheim Passage, Paramina Rift

Platinum Shield



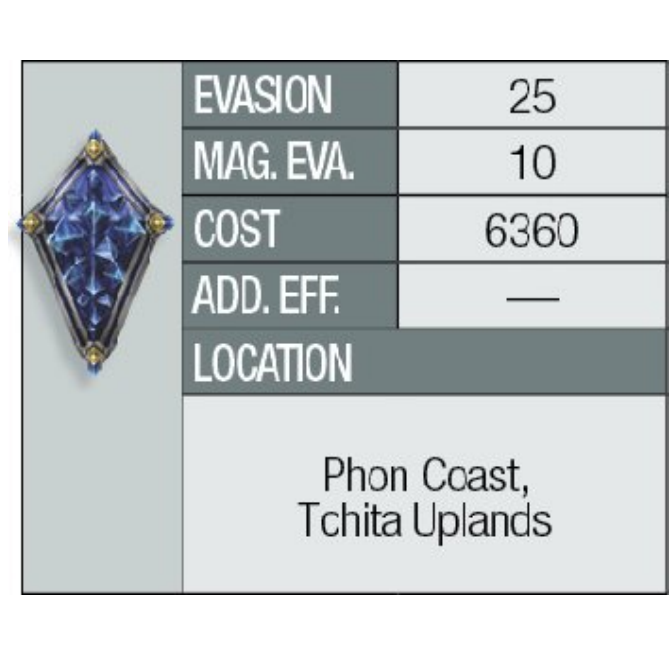
EVASION	20
MAG. EVA.	—
COST	4750
ADD. EFF.	—
LOCATION	Paramina Rift, Tchita Uplands

Dragon Shield



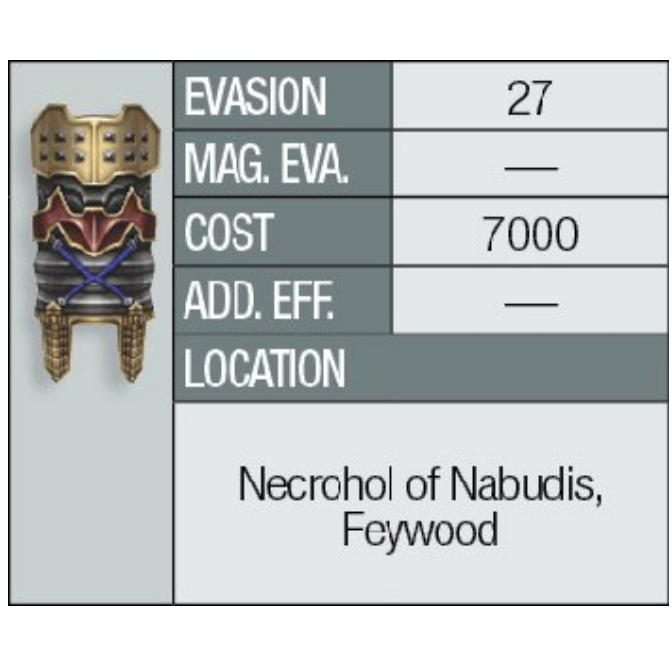
EVASION	23
MAG. EVA.	—
COST	5600
ADD. EFF.	Immune to earth element
LOCATION	Phon Coast, Dalmasca Estersands, Mosphoran Highwaste, Tchita Uplands

Crystal Shield



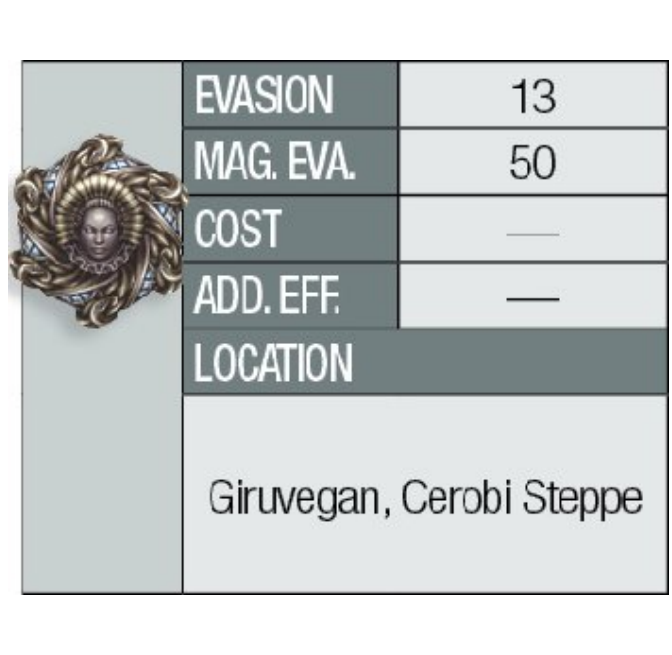
EVASION	25
MAG. EVA.	10
COST	6360
ADD. EFF.	—
LOCATION	Phon Coast, Tchita Uplands

Kaiser Shield



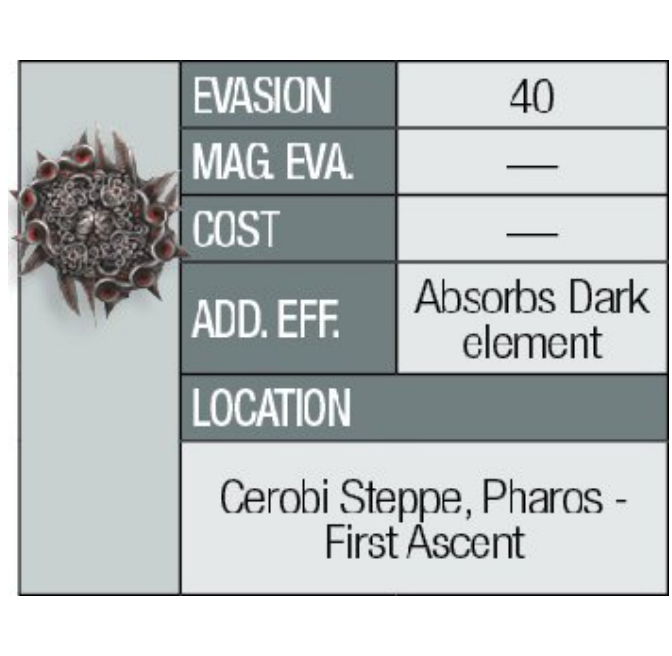
EVASION	27
MAG. EVA.	—
COST	7000
ADD. EFF.	—
LOCATION	Necrohol of Nabudis, Feywood

Aegis Shield



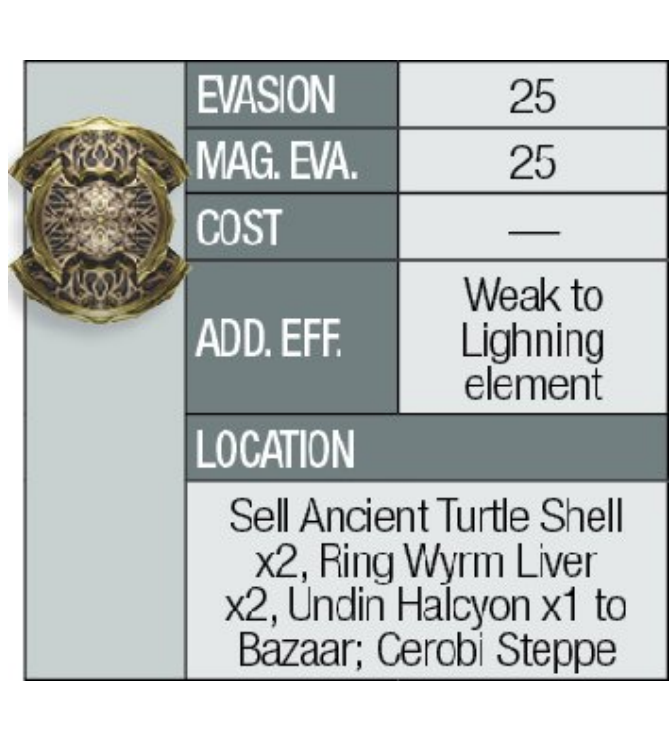
EVASION	13
MAG. EVA.	50
COST	—
ADD. EFF.	—
LOCATION	Giruvegan, Cerobi Steppe

Demon Shield



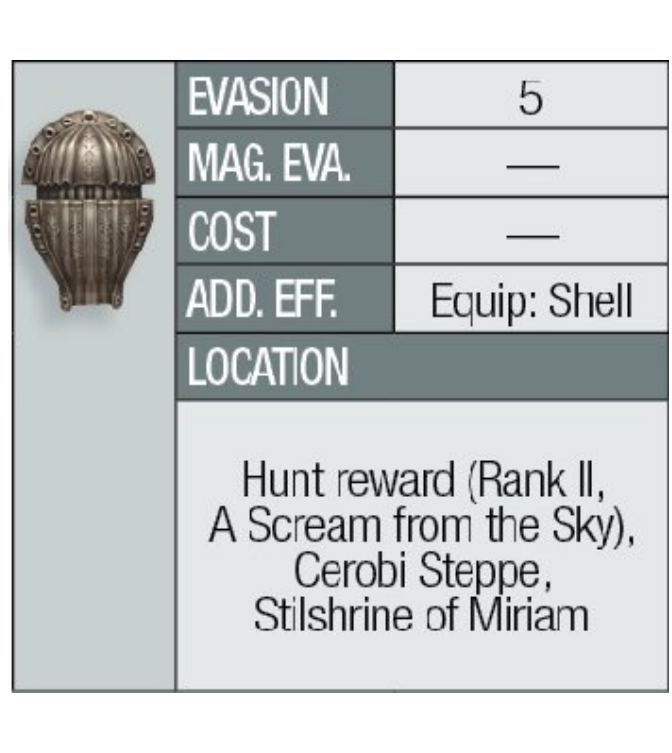
EVASION	40
MAG. EVA.	—
COST	—
ADD. EFF.	Absorbs Dark element
LOCATION	Cerobi Steppe, Pharos - First Ascent

Venetian Shield



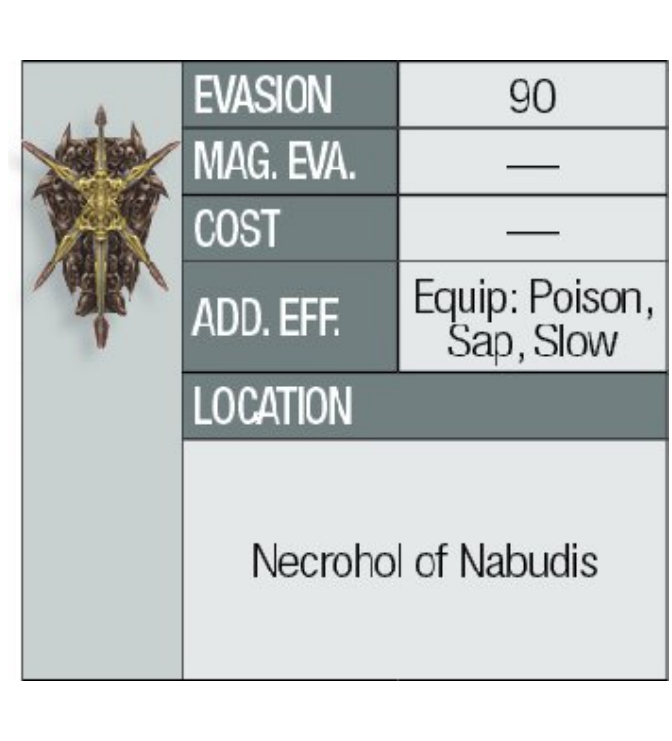
EVASION	25
MAG. EVA.	25
COST	—
ADD. EFF.	Weak to Lighning element
LOCATION	Sell Ancient Turtle Shell x2, Ring Wyrm Liver x2, Undin Halcyon x1 to Bazaar; Cerobi Steppe

Shell Shield



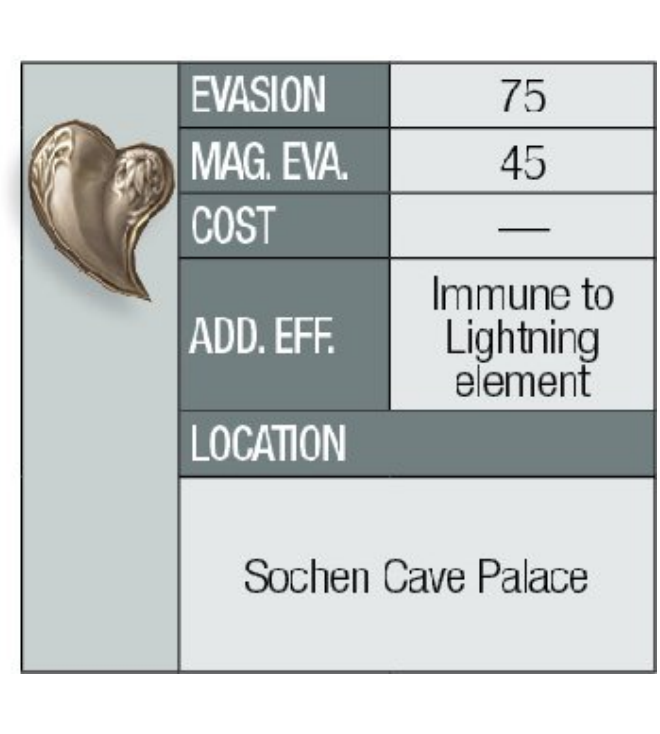
EVASION	5
MAG. EVA.	—
COST	—
ADD. EFF.	Equip: Shell
LOCATION	Hunt reward (Rank II, A Scream from the Sky), Cerobi Steppe, Stilshrine of Miriam

Ensanguined Shield



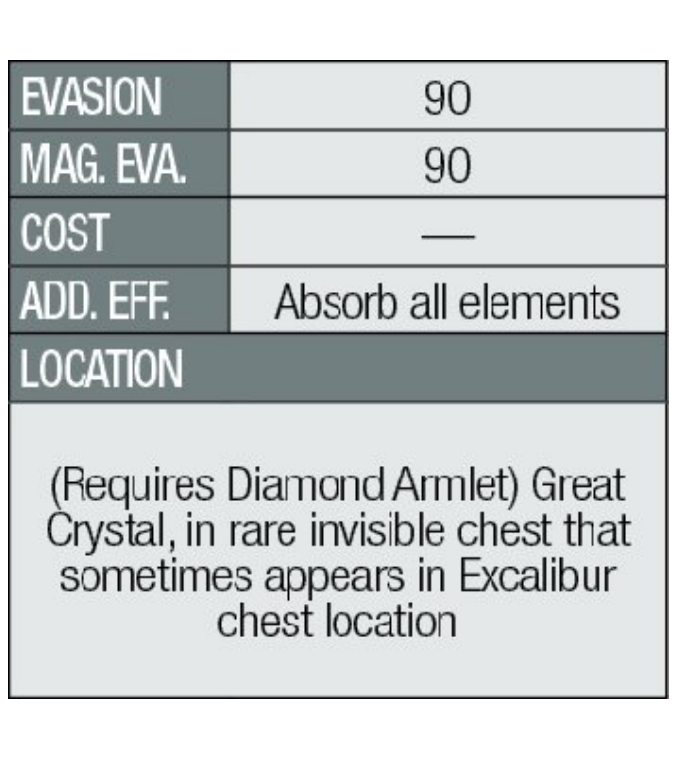
EVASION	90
MAG. EVA.	—
COST	—
ADD. EFF.	Equip: Poison, Sap, Slow
LOCATION	Necrohol of Nabudis

Zodiac Escutcheon



EVASION	75
MAG. EVA.	45
COST	—
ADD. EFF.	Immune to Lightning element
LOCATION	Sochen Cave Palace

Gendarme



EVASION	90
MAG. EVA.	90
COST	—
ADD. EFF.	Absorb all elements
LOCATION	(Requires Diamond Armlet) Great Crystal, in rare invisible chest that sometimes appears in Excalibur chest location

Light Armor

Light armor is the most basic armor type and it can be the most useful armor for a large part of the first half of the game. Light armor generally adds a very sizeable bonus to HP as well as moderate defense. When in doubt, light armor is usually a safe bet. Even near the end of the game, when heavy armor and mystic armor provide bonuses that can far outweigh that which light armor offers, the HP bonus can still prove useful when used with the Bubble spell or Bubble Belt accessory.

Item	name	Piece	HP	MP	Def.	Mag. Res.	Str.	Mag. Pwr.	Vit.	Spd.	Add. Eff.	Location	Cost
	Leather Cap	Head	10	—	—	4	—	—	—	—	—	Rabanastre	100
	Leather Clothing	Body	10	—	4	—	—	—	—	—	—	Rabanastre	100
	Headgear	Head	20	—	—	5	—	—	—	—	—	Lhusu Mines, Nalbina Dungeons	300
	Chromed Leathers	Body	20	—	5	—	—	—	—	—	—	Garamscythe Waterway	200
	Headguard	Head	30	—	—	6	—	—	—	—	—	Barheim Passage	300
	Leather Breastplate	Body	30	—	6	—	—	—	—	—	—	Garamscythe Waterway	300
	Leather Headgear	Head	40	—	—	8	—	—	—	—	—	Lhusu Mines	500
	Bronze Chestplate	Body	40	—	8	—	—	—	—	—	—	Rabanastre, Nalbina, Bhujerba	500
	Horned Hat	Head	50	—	—	10	—	—	—	—	—	Rabanastre, Bhujerba	700
	Ringmail	Body	50	—	10	—	1	—	—	—	—	Rabanastre, Bhujerba	700
	Balaclava	Head	90	—	—	12	1	—	—	—	—	Nam-Yensa Sandsea	1000
	Windbreaker	Body	100	—	12	—	—	—	—	—	50% Wind resist	Ogir-Yensa Sandsea	1000
	Soldier's Cap	Head	110	—	—	14	—	—	—	—	—	Nam-Yensa Sandsea, Ogir-Yensa Sandsea, Phon Coast, Tomb of Raithwall	1400
	Heavy Coat	Body	120	—	14	—	—	—	—	—	—	Nam-Yensa Sandsea, The Tomb of Raithwall	1400
	Green Beret	Head	130	—	—	16	—	—	—	3	—	Giza Plains (Rains), Ozmone Plain	1900
	Survival Vest	Body	140	—	17	—	—	—	5	—	—	Giza Plains (Rains)	1900
	Red Cap	Head	150	—	—	19	—	—	3	—	—	Golmore Jungle, Paramina Rift	2500
	Brigandine	Body	160	—	20	—	—	—	—	—	—	Henne Mines, Paramina Rift, Tchita Uplands	2500
	Headband	Head	170	—	—	22	2	—	—	—	—	Barheim Passage, Paramina Rift	3200
	Jujitsu Gi	Body	180	—	23	—	2	—	—	—	—	Barheim Passage, Paramina Rift	3200
	Pirate Hat	Head	230	—	—	25	—	—	—	—	—	Mt Bur-Omisace	4000
	Viking Coat	Body	240	—	27	—	—	—	—	—	Immune to Water	Dalmasca Estersands, Phon Coast	4000
	Goggle Mask	Head	270	—	—	28	—	—	—	—	Immune to Blind	Tchita Uplands	4900
	Metal Jerkin	Body	280	—	31	—	—	—	—	—	—	Mosphoran Highwaste, Tchita Uplands	4000
	Adamant Hat	Head	310	—	—	31	—	—	—	—	Weak to Ice, 50% Fire resist	Salikawood, Tchita Uplands, Phon Coast	5900
	Adamant Vest	Body	320	—	35	—	—	—	—	—	Weak to Ice, 50% Fire resist	Phon Coast, Tchita Uplands	5900
	Officer's Hat	Head	350	—	—	34	—	—	—	3	—	Tchita Uplands	7000
	Barrel Coat	Body	360	—	38	—	—	—	—	—	—	Nabreus Deadlands, Tchita Uplands	7000
	Chakra Band	Head	390	—	—	37	2	—	—	—	—	Necrohol of Nabudis, Feywood	8100
	Power Vest	Body	400	—	41	—	2	—	—	—	—	Necrohol of Nabudis, Feywood	8100
	Thief's Cap	Head	460	—	—	40	—	—	—	4	—	Cerobi Steppe, The Great Crystal	—
	Ninja Gear	Body	470	—	44	—	—	—	—	4	—	Cerobi Steppe, The Great Crystal	—
	Gigas Hat	Head	530	—	—	43	—	2	—	—	—	Ridorana Cataract	10700
	Gigas Chestplate	Body	540	—	47	—	—	2	—	—	—	Ridorana Cataract	10700
	Chaperon	Head	600	—	—	46	—	—	—	—	—	Cerobi Steppe, Pharos - First Ascent	—
	Minerva Bustier	Body	610	—	50	—	—	—	—	—	—	Cerobi Steppe, Pharos - Second Ascent, steal from monster Foobar	—
	Crown of Laurels	Head	680	—	—	49	—	—	—	—	—	Cerobi Steppe, The Great Crystal	—
	Rubber Suit	Body	700	—	53	—	—	—	—	—	Immune to Lightning	Cerobi Steppe, The Great Crystal	—
	Renewing Morion	Head	370	—	—	52	—	—	4	—	Equip: Regen	Cerobi Steppe, Lhusu Mines, drop from Nightwalker in the Stilshrine of Miriam	—
	Mirage Vest	Body	800	—	55	—	—	—	10	10	—	Cerobi Steppe, steal from rare monster 73, Disma	—
	Dueling Mask	Head	800	—	—	55	2	—	—	—	—	Cerobi Steppe, Henne Mines	—
	Brave Suit	Body	500	—	57	—	—	—	—	—	Equip: Bravery	Cerobi Steppe, Henne Mines	—

Heavy Armor

Heavy armor is commonly used by frontline fighters. Although it doesn't usually offer the HP bonuses of light armor or the magick power benefits of mystic armor, it does offer plenty of strength and defense. As most weapons primarily factor in strength when determining damage, selecting the right armor class for damage dealers is often a no-brainer. For much of the game, heavy armor doesn't really provide much benefit over light armor. However, toward the end of the game when enemies start striking much harder and offering up increasingly stalwart defense, heavy armor becomes a great option.

Early on in the game, HP is extremely important, so it makes sense to use light armor. However, as your characters level up and gain access to the Bubble spell, raw HP becomes less of a concern and reducing the damage your characters take per hit becomes more important. This is especially true when facing many of the game's strongest adversaries. You should be aware that one specific encounter in the game penalizes the use of heavy armor through greatly increased charge time on actions.

Item	Name	Piece	HP	MP	Def.	Mag. Res.	Str.	Mag. Pwr.	Vit.	Spd.	Add. Eff.	Location	Cost
	Leather Helm	Head	—	—	—	5	2	—	—	—	—	Rabanastre	250
	Leather Armor	Body	—	—	6	—	2	—	—	—	—	Rabanastre	300
	Bronze Helm	Head	—	—	—	6	2	—	—	—	—	Nalbina Dungeons	450
	Bronze Armor	Body	—	—	7	—	2	—	—	—	—	Barheim Passage	500
	Sallet	Head	—	—	—	7	3	—	—	—	—	Rabanastre, Bhujerba	750
	Scale Armor	Body	—	—	9	—	3	—	—	3	—	Rabanastre, Bhujerba	800
	Iron Helm	Head	—	—	—	9	3	—	—	—	—	Dreadnought Leviathan	1250
	Iron Armor	Body	—	—	11	—	3	—	—	—	—	Rabanastre, Bhujerba	1300
	Barbut	Head	—	—	—	11	4	—	—	—	—	Ogir-Yensa Sandsea	1800
	Linen Cuirass	Body	—	—	14	—	4	—	—	—	—	Ogir-Yensa Sandsea	1800
	Winged Helm	Head	—	—	—	14	5	—	—	3	—	Nam-Yensa Sandsea	2400
	Chainmail	Body	—	—	17	—	3	—	—	—	—	Ogir-Yensa Sandsea, Nam-Yensa Sandsea, Zertinan Caverns, Ozmone Plain	2300
	Golden Helm	Head	—	—	—	17	5	—	—	—	—	Giza Plains (Rains)	3100
	Golden Armor	Body	—	—	21	—	4	—	—	—	—	Giza Plains (Rains)	2900
	Burgonet	Head	—	—	—	20	4	—	—	—	—	Golmore Jungle, Paramina Rift	3800
	Shielded Armor	Body	—	—	25	—	5	—	—	—	Equip: Protect	Henne Mines, Paramina Rift	3800
	Close Helmet	Head	—	—	—	23	5	—	—	—	—	Barheim Passage, Paramina Rift	4900
	Demon Mail	Body	—	—	30	—	5	—	3	—	—	Barheim Passage, Phon Coast	4700
	Bone Helm	Head	—	—	—	26	6	—	—	—	Weak to Holy, 50% Dark resist	Dalmasca Estersands	5900
	Bone Mail	Body	—	—	35	—	6	—	—	—	Weak to Holy, 50% Dark resist	Dalmasca Estersand	5700
	Diamond Helm	Head	—	—	—	29	7	—	3	—	—	Dalmasca Estersands, Tchita Uplands	7000
	Diamond Armor	Body	—	—	40	—	7	—	5	—	—	Tchita Uplands, Mosphoran Highwaste	6600
	Steel Mask	Head	—	—	—	32	7	—	—	4	—	Phon Coast, Tchita Uplands	8100
	Mirror Mail	Body	—	—	44	—	6	—	—	—	Equip: Reflect	Tchita Uplands, Phon Coast	7500
	Platinum Helm	Head	—	—	—	35	8	—	—	—	—	Tchita Uplands	9300
	Platinum Armor	Body	—	—	49	—	7	—	—	—	—	Tchita Uplands	8500
	Giant's Helmet	Head	150	—	—	38	8	—	—	—	—	Necrohol of Nabudis, Feywood	11000
	Carabineer Mail	Body	—	—	53	—	8	2	—	—	—	Feywood, Necrohol of Nabudis	9600
	Dragon Helm	Head	70	—	—	41	9	—	—	—	—	Cerobi Steppe, Pharos - First Ascent	—
	Dragon Mail	Body	100	—	57	—	8	—	—	—	—	Cerobi Steppe, Pharos - Second Ascent	—
	Magepower Shishak	Head	—	—	—	47	11	5	—	—	—	Cerobi Steppe, Lhusu Mines	—
	Maximillian	Body	—	—	64	1	9	—	—	6	—	Cerobi Steppe, Lhusu Mines, drop from Elvoret in the Necrohol of Nabudis	—
	Grand Helm	Head	—	—	—	50	12	—	10	—	—	Drop from rare monster 26, Tower; Cerobi Steppe, Henne Mines	—
	Grand Armor	Body	—	—	67	—	12	—	—	—	—	Drop from rare monster 38, Helvinek; Henne Mines, Cerobi Steppe	—

Mystic Armor

While mystic armor lacks the versatility and HP bonuses of light armor and the defense and strength of heavy armor, it compensates for these deficiencies by offering large bonuses to magick power. This has a marked effect on all magick actions, whether it's using magicks like Firaga to damage the enemy, magicks like Curaja to heal your party, or magicks like Slowga to enfeeble your opponents.

The magick power statistic also comes into play with certain specialized weapon types (staves, katana, and maces) when determining melee damage, so mystic armors can be indirectly useful in this area as well. Several of them also offer terrific bonuses, like the complete absorption of harmful elements. For example, getting hit with Holy while wearing a White Mask will heal instead of harm. This diversity in mystic gear makes different pieces worth carrying around to give you options in counteracting harmful magicks, should the need arise.

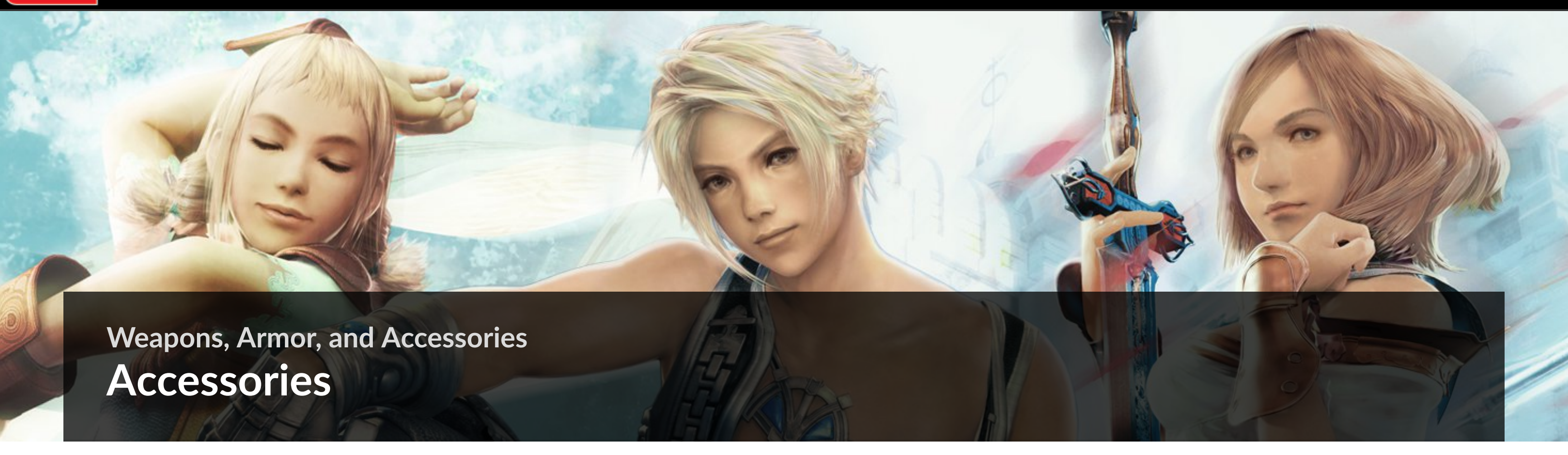
The main drawback to mystic armor is its lack of physical defense when compared to heavy or even light armor. To counter this, consider setting one character up specifically as a "tank," using the "Decoy" spell to keep the enemy's attention off the character sporting the mystic armor.

Item	Name	Piece	HP	MP	Def.	Mag. Res.	Str.	Mag. Pwr.	Vit.	Spd.	Add. Eff.	Location	Cost
	Cotton Cap	Head	—	5	—	4	—	2	—	—	—	Dalmasca Westersand	100
	Cotton Shirt	Body	—	3	4	—	—	1	—	—	—	Dalmasca Westersand	100
	Magick Curch	Head	—	11	—	5	—	2	—	—	—	Rabanastre	200
	Light Woven Shirt	Body	—	7	5	—	—	2	—	—	—	Garamscythe Waterway	200
	Pointy Hat	Head	—	16	—	6	—	2	—	—	—	Barheim Passage, Phon Coast	300
	Silken Shirt	Body	—	8	6	—	—	2	—	—	—	Garamscythe Waterway, Nalbina Dungeons	300
	Topkapi Hat	Head	—	20	—	8	—	3	—	—	—	Lhusu Mines	500
	Kilimweave Shirt	Body	—	16	8	—	—	3	—	—	—	Rabanastre, Bhujerba	500
	Calot Hat	Head	—	25	—	10	—	3	—	—	—	Phon Coast	700
	Shepherd's Bolero	Body	—	20	10	—	—	3	—	—	—	Dreadnought Leviathan	700
	Wizard's Hat	Head	—	47	—	12	—	4	—	—	—	Nam-Yensa Sandsea, Ogir-Yensa Sandsea	1000
	Wizard's Robes	Body	—	32	12	—	—	4	—	—	—	Ogir-Yensa Sandsea	1000
	Lambent Hat	Head	—	36	—	15	—	4	—	3	—	Nam-Yensa Sandsea, Ogir-Yensa Sandsea, The Tomb of Raithwall	1400
	Chanter's Djellaba	Body	—	35	15	—	—	4	5	—	—	Nam-Yensa Sandsea, Tomb of Raithwall, Zertinan Caverns	1400
	Feathered Cap	Head	—	40	—	18	—	5	—	—	—	Giza Plains (Rains)	1900
	Traveler's Vestment	Body	50	30	18	—	—	5	—	—	—	Giza Plains (Rains)	1900
	Mage's Hat	Head	—	50	—	21	—	5	—	—	—	Golmore Jungle, Paramina Rift	2500
	Mage's Habit	Body	—	50	21	—	—	6	—	—	—	Henne Mines, Paramina Rift	2500
	Lamia's Tiara	Head	—	48	—	25	—	4	7	—	—	Barheim Passage, Paramina Rift, Phon Coast	3200
	Enchanter's Habit	Body	—	45	25	—	—	7	10	—	—	Barheim Passage, Tchita Uplands	3200
	Sorcerer's Hat	Head	—	70	—	29	—	6	—	—	—	Mosphoran Highwaste, Mt Bur-Omisace	4000
	Sorcerer's Habit	Body	—	63	29	—	—	8	—	—	—	Phon Coast	4000
	Black Cowl	Head	—	60	—	33	—	5	—	4	—	Dalmasca Estersands	4900
	Black Garb	Body	—	38	33	—	—	6	—	3	—	Mosphoran Highwaste, Tchita Uplands	4900
	Astrakhan Hat	Head	—	65	—	37	—	6	—	—	—	Tchita Uplands, Phon Coast	5900
	Carmagnole	Body	—	40	37	—	—	7	—	—	—	Tchita Uplands, Phon Coast	5900
	Gaia Hat	Head	90	70	—	41	—	7	—	—	—	Tchita Uplands	7000
	Maduin Gear	Body	—	46	41	—	1	8	—	—	—	Nabreus Deadlands, Tchita Uplands	7000
	Hypnocrown	Head	—	75	—	44	2	7	—	—	—	Necrohol of Nabudis, Feywood	8100
	Jade Gown	Body	—	53	44	—	—	8	—	—	—	Feywood, Necrohol of Nabudis	8100
	Gold Hairpin	Head	—	80	—	47	—	7	8	—	—	Cerobi Steppe, The Great Crystal	—
	Gaia Gear	Body	150	10	47	—	—	8	—	—	—	Cerobi Steppe, The Great Crystal	—
	Celebrant's Miter	Head	—	90	—	50	—	6	—	5	—	Ridorana Cataract	10700
	Cleric's Robes	Body	—	70	50	—	—	9	—	—	—	Ridorana Cataract	10700
	Black Mask	Head	—	81	—	53	—	8	—	—	Absorbs Dark element	Cerobi Steppe, Pharos - First Ascent	—
	Black Robes	Body	—	66	56	5	—	10	—	—	—	Cerobi Steppe, Necrohol of Nabudis	13500
	White Mask	Head	—	81	—	56	—	8	—	—	Absorbs Holy element	Cerobi Steppe, Necrohol of Nabudis	—
	White Robes	Body	100	66	53	—	—	10	—	4	—	Cerobi Steppe, Pharos - Third Ascent	—
	Golden Skullcap	Head	—	107	—	58	—	10	—	3	—	Lhusu Mines, drop from Dead Bones in the Pharos	—
	Glimmering Robes	Body	—	120	59	—	—	12	10	—	—	Lhusu Mines, Cerobi Steppe	—
	Circlet	Head	—	151	—	60	2	10	—	—	—	Cerobi Steppe, Henne Mines	—
	Lordly Robes	Body	—	100	61	—	5	15	—	—	—	Cerobi Steppe, Henne Mines	—

Genji Armor

A set assembled from legend and belonging to an ancient man of mystery, Genji armor offers many of the benefits of advanced heavy armor sets with a few twists thrown in. The entire set requires only one license and only one set of this armor exists in the game! During your time in Clan Centurio, you may well come across an opportunity to claim this unique set—don't let it slip away!

Item	Name	Piece	def.	Mag. Res.	eva.	mag. eva.	Str.	Mag. Pwr.	Add. Eff.	location
	Genji Shield	Shield	—	—	30	5	—	—	—	Steal during "Battle on the Big Bridge" clan hunt
	Genji Helm	Head	—	46	—	—	9	4	When attacked, automatically counter with weapon in hand.	Steal during "Battle on the Big Bridge" clan hunt
	Genji Armor	Body	63	—	—	—	9	3	Improves chance to counter.	Steal during "Battle on the Big Bridge" clan hunt
	Genji Gloves	Accessory	—	—	—	—	—	3	Improves chance of scoring multiple hits.	Steal during "Battle on the Big Bridge" clan hunt

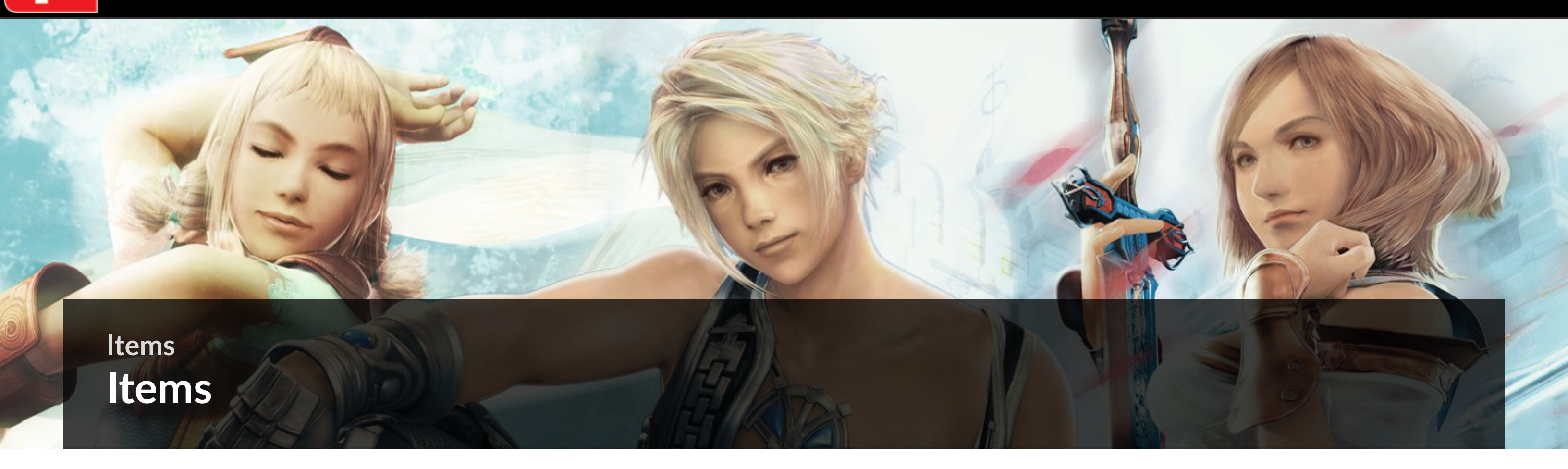


Weapons, Armor, and Accessories

Accessories

Rounding out the vast number of equippable items, accessories offer countless benefits for many situations. Whether it's to prevent harmful status effects like Stop and Disable, add permanent beneficial effects like Haste or Bubble, or to enhance damage or defense capabilities, accessories should be an essential part of your party's arsenal.

Item	Name	Lic. Needed	LP	Effects	Location	Cost
	Orrachea Amulet	Accessories 1	5	+25 HP, Defense & Magick Resist +1	Dalmasca Westersand, Nalbina Dungeons, given by Tomaj at the Sandsea	250
	Bangle	Accessories 2	20	Equip: Libra	Pilika's Diary sidequest, Dalmasca Estersand, Paramina Rift, Tchita Uplands	500
	Firefly	Accessories 2	2	Reduces EXP earned to 0, Strength +1, Magick Power +1	Dalmasca Estersand, Zertinan Caverns, Pharos - Subterra	1600
	Argyle Armlet	Accessories 3	25	Immune: Blind, Strength +1, Dark damage halved	Dalmasca Estersand, Golmore Jungle, Tchita Uplands, Pharos - First Ascent	600
	Diamond Armlet	Accessories 3	25	Obtain superior items from chests, coffers, and the like (to Cerobi Steppe with you!), immune: Lightning	Dalmasca Westersand, Zertinan Caverns, Pharos - Subterra	12000
	Battle Harness	Accessories 4	35	When attacked, automatically counter with weapon in hand, Strength +2	Barheim Passage, Stilshrine of Miriam, Pharos - Subterra	1000
	Steel Gorget	Accessories 4	35	Attack damage doubled when HP Critical, Defense +1	Dalmasca Westersand , Lhusu Mines, Tchita Uplands	1300
	Embroidered Tippet	Accessories 5	35	Doubles EXP earned	Nam-Yensa Sandsea, Feywood, Pharos - Subterra	–
	Tourmaline Ring	Accessories 5	35	Immune: Poison, Sap, Ice damage halved	Nalbina Dungeons, Ozmone Plain, Stilshrine of Miriam, Pharos - Second Ascent	300
	Golden Amulet	Accessories 6	35	Doubles license points earned	Rabanastre Lowtown, Mt Bur-Omisace	4500
	Leather Gorget	Accessories 6	35	Magick power doubled when HP Critical, Defense +1, MP +30	Giza Plains (Rains), Ogir-Yensa Sandsea, Phon Coast, Tchita Uplands, Pharos - First Ascent	1200
	Rose Corsage	Accessories 7	40	Immune: Silence, Defense +2, Magick Power +1	Giza Plains (Rains), Salikawood, Tchita Uplands, Pharos - Second Ascent	800
	Turtleshell Choker	Accessories 7	40	Enables casting of magicks with gil, rather than MP, Magick Power +2, Speed +3	Nam-Yensa Sandsea, Mosphoran Highwaste, Pharos - Subterra	–
	Gauntlets	Accessories 8	45	Improves chance to block with a shield, Defense +1, Vitality +5	Dalmasca Westersand	1200
	Thief's Cuffs	Accessories 8	45	Enables the theft of superior and rare items, Speed +1	Zertinan Caverns, Mosphoran Highwaste, Pharos - Subterra	–
	Amber Armlet	Accessories 9	30	Increases physical damage dealt while empty-handed, Defense +3, Speed +2	Golmore Jungle, Giruvegan, Pharos - Subterra	–
	Black Belt	Accessories 9	30	Immune: Disable & Immobilize, Defense +1, Vitality +7	Golmore Jungle, Tchita Uplands, Pharos - Second Ascent	600
	Jade Collar	Accessories 10	40	Improves chance of avoiding attacks, Speed +3	Pilika's Diary sidequest, Garamscythe Waterway, Necrohol of Nabudis, Pharos - Subterra	–
	Nishijin Belt	Accessories 10	40	Immune: Sleep, Magick Resist +1, Magick Power +3	Phon Coast, Tchita Uplands, Pharos - Third Ascent	800
	Blazer Gloves	Accessories 11	45	Raises strength when character has full HP, HP+50	Phon Coast, Tchita Uplands, Pharos - Third Ascent	3000
	Pheasant Netsuke	Accessories 11	45	Doubles potency of restorative items such as potions, Defense +1	Jahara, Ridorana Cataract, Pharos - Subterra	–
	Gillie Boots	Accessories 12	60	Immune: Oil, Defense +3, Strength +1, Speed +10	Mosphoran Highwaste, Ridorana Cataract, Pharos - Subterra	–
	Steel Poleyns	Accessories 12	60	Move safely past traps, Magick Resist +2	Rabanastre	1000
	Berserker Bracers	Accessories 13	60	Wearer: Berserk, Defense +2	Dalmasca Estersand, Pharos - First Ascent, Pharos - Subterra	–
	Magick Gloves	Accessories 13	60	Increases magick power when HP is full, HP +100.	Phon Coast, Tchita Uplands, Pharos - First Ascent	3000
	Agate Ring	Accessories 14	70	Nullifies weather and terrain effects on elemental damage, Vitality +20, Wind damage halved	Barheim Passage, Tchita Uplands, Pharos - Second Ascent	3000
	Sage's Ring	Accessories 14	70	Reduces MP cost by half. Absorb: Holy	Henne Mines, Stilshrine of Miriam, Pharos - Subterra	–
	Bowline Sash	Accessories 15	70	Immune: Confuse, Magick Power +2	Barheim Passage, Phon Coast, Tchita Uplands, Nabreus Deadlands, Pharos - Second Ascent	1000
	Ruby Ring	Accessories 15	70	Equip: Reflect	Stilshrine of Miriam, Pharos - First Ascent, Pharos - Subterra	–
	Cameo Belt	Accessories 16	70	Improves chance to hit, Magick Power +3	Barheim Passage, Pharos - Subterra	–
	Cat-ear Hood	Accessories 16	70	LP earned is converted into gil, Speed +3, Ice and Wind damage halved	Rabanastre Muthru Bazaar	50000
	Indigo Pendant	Accessories 16	70	Improves chance to strike with magick, Speed +7	Lhusu Mines, Pharos - Subterra	–
	Bubble Belt	Accessories 17	80	Equip: Bubble	Henne Mines, Feywood, Pharos - Subterra	19800
	Fuzzy Miter	Accessories 17	80	Immune: Petrify	Barheim Passage, Tchita Uplands, Nabreus Deadlands, Pharos - Second Ascent	1200
	Power Armlet	Accessories 18	80	Immune: Stop, Strength +2	Barheim Passage, Henne Mines, Tchita Uplands, Feywood, Pharos - First Ascent	5200
	Sash	Accessories 18	80	Immune: Slow, Speed +20, Fire damage halved	Giruvegan, Pharos - Second Ascent, Pharos - Subterra	–
	Winged Boots	Accessories 19	100	Equip: Float, Speed +5	Rabanastre	500
	Hermes Sandals	Accessories 20	115	Equip: Haste, Strength +5	Necrohol of Nabudis, Pharos - First Ascent, Pharos - Subterra	–
	Opal Ring	Accessories 20	115	Magicks will not bounce off targets with Reflect status, Defense +2, Magick Power +5	Nabreus Deadlands, Pharos - Second Ascent, Pharos - Subterra	–
	Nihopalaoa	Accessories 21	130	Reverses effects of restorative items such as Potions, Phoenix Downs, and Remedies; affects allies and foes alike.	Rabanastre Muthru Bazaar, Henne Mines, Pharos - Subterra	30000
	Quasimodo Boots	Accessories 21	130	Immune: Sap, HP +500	Lhusu Mines, Pharos - Second Ascent, Pharos - Subterra	–
	Germinas Boots	Accessories 22	160	Immune: Immobilize, Vitality +20, Speed +50	Lhusu Mines, Henne Mines, Pharos - Subterra	600
	Ring of Renewal	Accessories 22	160	Equip: Regen, Defense +6, Magick Resist +5, HP +50	The Great Crystal, Pharos - Subterra, complete Air Carrier side quest	–
	Ribbon	Ribbon	215	Immune to all negative status effects, Defense +1, Magick Resist +1; Wearer: Regen & Libra	Drop from rare monster 44, Vishno; Henne Mines, Pharos Subterra; drops from level 99 Red Chocobo	–
	Genji Gloves	Genji Armor	190	Improves chance of scoring multiple hits, Magick Power +3	Steal during "Battle on the Big Bridge" clan hunt	–



Items

Items

Items are quick, disposable, and usable by all party members. Although the use of magicks can duplicate the effect of many items, these goodies take far less time to use. Thus, items can be very handy during emergency situations. Items also don't require any MP to use, and can be used while under the effects of Silence. The "Mote" items ignore Reflect, too, allowing for creative offensive and defensive applications. The strength of Potions, Phoenix Down, Remedies, and Ethers are affected by special augmentations on the license board. Some accessories also affect item power in other ways. Wearing the Pheasant Netsuke (found in chests in Jahara, Ridorana Cataract, and Pharos Subterra) increases the potency of restoration items like Potions and Ethers by 50%. It also boosts the power of the elemental "Fang" items by 50%, too. This item allows for quirky setups where a character serves as main healer on an unconventional, non-magickal Job, like Machinist or Archer. Stranger still is the Nihopalaoa accessory (found in chests in the Henne Mines, and Pharos Subterra). Wearing this trinket inverts all disposable item effects. Potions deal damage, Phoenix Down may KO on contact like a Death spell, and status-curing items become status-inflicting poisons (for example, Echo Herbs cause Silence, and Serums cause Disease). Following this logic leads to the most powerful use: a Nihopalaoa wearer with all three Remedy Lore licenses can use Remedies on enemies to inflict up to fourteen status enfeebles at once!

Potion	Restore a small amount of HP to one ally.
Hi-Potion	Restore HP to one ally.
X-Potion	Restore a large amount of HP to one ally.

Increase Potion potency 20/30/40% with Potion Lore 1/2/3

Ether	Restore a small amount of MP to one ally.
Hi-Ether	Restore MP to one ally.
Elixir	Fully restore one ally's HP and MP.
Megalixir	Fully restore all allies' HP and MP.

Increase Ether potency 10/20/30% with Ether Lore 1/2/3

Remedy	Remove Blind, Poison, Silence, and Slow from one ally. Remedy Lore 1: Sleep, Sap, Immobilize, Disable Remedy Lore 2: Petrify, Confuse, Oil Remedy Lore 3: Stop, Doom, Disease
Phoenix Down	Increase HP granted to revived allies to 30/40/50% with each additional Phoenix Lore.
Gold Needle	Remove Stone/Petrify from one ally.
Echo Herbs	Removes Silence from one ally.
Antidote	Remove Poison from one ally.
Eye Drops	Remove Blind from one ally.
Prince's Kiss	Remove Sleep from one ally.
Handkerchief	Remove Oil from one ally.
Chronos Tear	Remove Slow and Stop from one ally.
Nu Khai Sand	Remove Confuse from one ally.
Serum	Remove Disease from one ally.

Bacchus's Wine	Cause one ally to mindlessly attack with weapon in hand.
Domaine Calvados	Grant Bravery to one ally.

Soleil Fang	Deal fire damage to all foes in range.
Rime Fang	Deal ice damage to all foes in range.
Lightning Fang	Deal lightning damage to all foes in range.

Fang item damage proportional to target's max HP

Dark Mote	28 POW	Deal dark damage to all foes in range.
Aero Mote	48 POW	Deal wind damage to all foes in range.
Aquara Mote	60 POW	Deal water damage to all foes in range.
Bio Mote	88 POW	Inflict Sap and deal damage to all foes in range.
Aeroga Mote	102 POW	Deal heavy wind damage to all foes in range.
Shock Mote	133 POW	Deal heavy damage to one foe.
Holy Mote	145 POW	Deal heavy holy damage to one foe.
Scathe Mote	191 POW	Deal massive damage to all foes in range.
Balance Mote	–	Deal damage equal to difference between caster's current and max HP to all foes in range.
Gravity Mote	–	Reduce HP of one foe by 1/4 of target's max HP.
Warp Mote	–	Banish all foes in range.
Dispel Mote	–	Remove beneficial status effects from one foe.

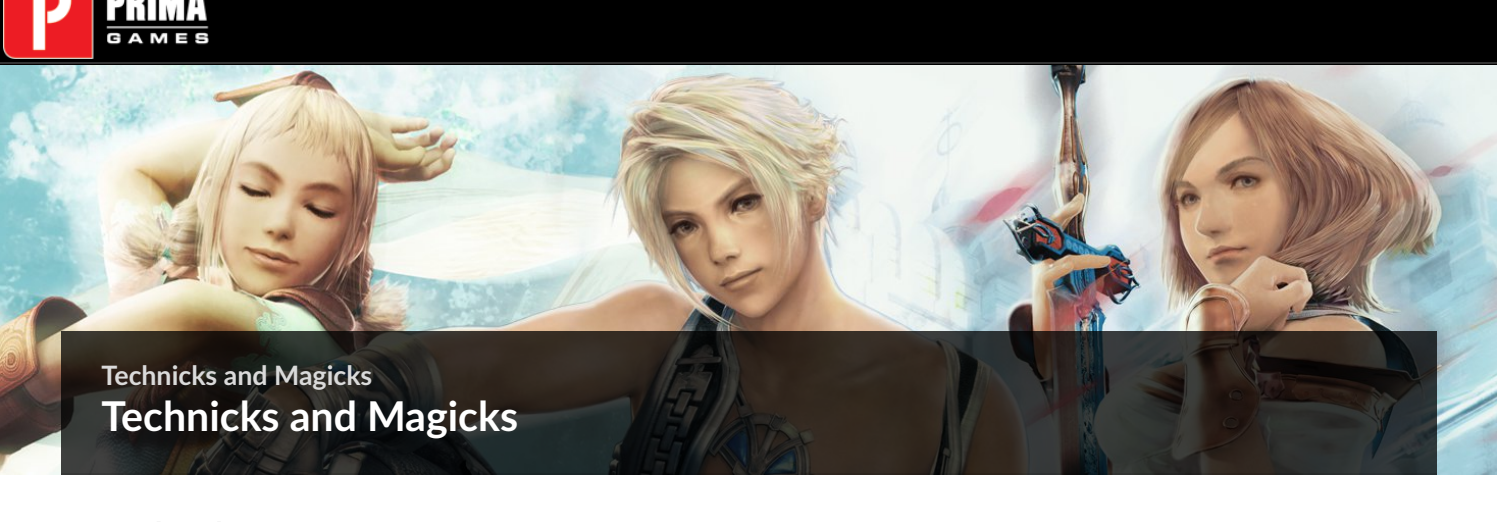
Mote items ignore Reflect magick

Cura Mote	Restore HP to all allies in range.
Bubble Mote	Double max HP of one ally.
Reverse Mote	Cause healing and damage to have the opposite effect.
Hastega Mote	Speed up the actions of all allies in range.
Reflectga Mote	Cause magicks to be reflected from all allies in range.
Vanishga Mote	Render all allies in range invisible.
Float Mote	Allow all allies in range to walk on air.

Eksir Berries	A curious item detested by the avion known as the garuda.

Dark Matter	Deal potentially massive damage to all foes in range. Damage ceiling affected by cumulative damage inflicted with Knots of Rust since last Dark Matter use.
Dark Energy	Deal massive damage to all foes in range.

Meteorite (A)	Inflict Sap on one target.
Meteorite (B)	Inflict Disease on one target.
Meteorite (C)	Deal physical damage to one target, up to user's max HP.
Meteorite (D)	Deal potentially massive physical damage to one target.
Knot Of Rust	Deal physical damage to one target, influenced by user's max HP.



Technicks and Magicks

Technicks and Magicks

Technicks

Technicks are abilities that do not require Mist Points to use, although they often have prerequisites for their use. Some technicks can cause damage in unusual ways, or save your character in an emergency when items and MP are strained. A few of them are useful for weakening your foes or judging their weaknesses. To use a technick, you must acquire the technick scroll, whether from a merchant or treasure chest, and also unlock the required license on a character's license board.

Name	LP	Location	Cost	Range	Area	Base Accuracy	Effects
Steal	20	—	Already Owned	3	Single	—	Steal an item from a Foe that has an item. Cannot steal after a successful steal. See also: Thief's Cuffs.
Libra	25	Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim	400	—	Self	—	Puts Libra status on the user. Shows Foe's HP, statuses, and level as well as reveals traps. Generally very useful.
Poach	30	Shops in Rabanastre, Nalbina, Bhujerba, Dalmasca Westersand, Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim.	5000	0	Single	80%	KO's a Foe to gain loot. Only works on enemies in Critical Status. Foe does not drop gil, Experience, or items.
First Aid	20	Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim.	600	3	Single	—	Restores HP to an ally in Critical condition. Not recommended.
Telekinesis	80	Cerobi Steppe—Old Elanise Road	Treasure	10	Single	80%	Hits distant and/or flying enemies without needing to equip a ranged weapon.
Numerology	40	Lhusu Mines—Transitway 1	Treasure	10	Diameter 6	—	Deals damage to enemies, doubles with each successive hit when used repeatedly. Deals area damage as well.
Souleater	35	Shops in Rabanastre, Nalbina, Bhujerba, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim.	6000	0	Single	—	Deals damage to one Foe, costs 20% of user's Max HP.
Sight Unseeing	40	The Zertinan Caverns—Canopy of Clay	Treasure	0	Single	20%	Requires user to be Blind to take effect. Takes a Foe to extremely low HP. Many enemies are immune.
Charm	30	The Salikawood—Quietened Trace	Treasure	3	Single	90%	Inflicts Confuse on one Foe. Immunity to Confuse applies.
Stamp	40	Mosphoran Highwaste—Rays of Ashen Light	Treasure	10	Single	80%	Copies all of the user's status ailments onto one Foe.
Charge	30	Shops in Rabanastre, Nalbina, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Jahara, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim.	1500	—	Self	—	Restores some MP. Success rate scales with how much MP is missing. Reduces MP to 0 on a failure. See also: Syphon.
Infuse	30	Dreadnought Leviathan—Sub-control Room, Ogir-Yensa Sandsea—Platform 1—East Tanks	Treasure	10	Single	—	Expends all remaining MP to set HP to 10x spent MP.
Gil Toss	30	Draklor Laboratory—68th Floor Room 6801 West, Pharos at Ridorana—Station of Ascension	Treasure	10	Diameter 6	—	Expends Gil to do damage at a 1 to 1 ratio. This can be very strong and very expensive.
1000 Needles	35	Sochen Cave Palace—Falls of Time	Treasure	10	Single	100%	Deals 1000 damage to a Foe.
Revive	40	Paramina Rift—Spine of the Icewyrm	Treasure	3	Single	—	Fully restores HP of one KO'd character, consumes all of user's HP.
Achilles	40	Garamscythe Waterway—No. 4 Cloaca Spur (Water is drained)	Treasure	10	Single	50%	Causes a foe to gain vulnerability to a random element. Most enemies are immune.
Shades of Black	70	The Tomb of Raithwall—Cloister of Flame	Treasure	10	Single	—	Randomly casts a Black Magick without consuming MP or needing to have the license
Traveler	50	Shops in Rabanastre, Nalbina, Bhujerba, Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim.	4800	10	Diameter 6	—	Does area damage based on how many steps taken since the last use of Traveler (if any). Rolls over at 1000 steps. Not recommended.
Horology	50	Shops in Rabanastre, Nalbina, Bhujerba, Dalmasca Westersand, Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast, Archades and Balfonheim.	2000	10	Diameter 6	90%	Deals damage based on Level and the ones digit of the game clock, 9 being the strongest and 0 the weakest.
Bonecrusher	30	Henne Mines—Phase 1 Dig	Treasure	—	Single	60%	Reduces one Foe's HP to 0. Deals between 0% to 99% damage to the user, and KO's the user if it misses.
Shear	50	Barheim Passage—The Zeviah Span	Treasure	—	Single	70%	Lowers the Magick Resist stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
Addle	50	Henne Mines—Special Charter Shaft	Treasure	—	Single	45%	Lowers the Magick stat of one Foe to 50% of current. Recommended.
Expose	50	Lhusu Mines—Site 9	Treasure	—	Single	70%	Lowers the Defense stat of one Foe to 90% of current. Nothing is immune. Highly recommended.
Wither	50	Pharos at Ridorana—Abyssal—North	Treasure	—	Single	45%	Lowers the Strength stat of one Foe to 50% of current. Recommended.

Magicks

Magicks offer many powerful and unique abilities at the cost of Mist Points (or MP). Having MP as a limiting factor prevents magicks from being too powerful and forces you to carefully manage MP. The difference in how you handle a tough fight will often come down to how well your gambits are utilized to help conserve and maintain MP. Many passive Augment abilities exist only to help generate and maintain MP, and items like the Sage Ring and Turtleshell Choker lessen or alter the cost of casting magick. To cast magick, you must acquire the appropriate magick scroll by purchasing it from a merchant or finding it in a chest as well as unlock the accompanying license.

White Magicks

As the curative school of magick, White Magick enables the caster to restore the health of your party members. It also has a few offensive-minded options for the dark creatures of the world.

Name	License Required	LP	Location	Cost	MP	Area	Power	Element	Base Accuracy	Effects
Cure	White Magick 1	15	Shops in Rabanastre, Giza Plains, Nalbina Market, Barheim Passage, Bhujerba, Dreadnought Leviathan and the Dalmasca Westersand.	200	8	Single	20	—	—	Restore HP to target or deals damage if target is undead.
Cura	White Magick 4	30	Shops in Rabanastre, Bhujerba, Dalmasca Westersand, Jahara and Archades	2000	26	Diameter 10	46	—	—	Restore HP to all targets in range or deals damage to undead targets.
Curaga	White Magick 6	50	Shops in Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades	2400	24	Single	86	—	—	Restore HP to a target or deals damage if target is undead. Notably high efficiency.
Curaja	White Magick 9	80	Shop in Balfonheim Port	7700	58	Diameter 10	120	—	—	Restore HP to all targets in range or deals damage to undead targets.
Renew	White Magick 13	155	Henne Mines—Special Charter Shaft	Treasure	72	Diameter 10	—	—	—	Restores all HP to all targets in range. Strongest heal but less MP efficient than Curaga in most cases. Will KO undead targets with base accuracy of 0%.
Raise	White Magick 4	30	Shops in Rabanastre, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Jahara and Archades	1800	20	Single	—	—	—	Restores 40% of max HP to a KO'd character. Will KO undead targets with base accuracy of 70%.
Arise	White Magick 10	90	Shop in Balfonheim Port, after Draklor.	8000	52	Single	—	—	—	Restores 100% of max HP to a KO'd character. Will KO undead targets with base accuracy of 35%.
Esuna	White Magick 7	60	Shops in Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	2700	24	Single	—	—	—	Removes negative status effects from an ally. Cannot remove Oil, Stone, Slow, Stop, Doom, Disease, or X-Zone.
Esunaga	White Magick 11	100	Secret Baknamy merchant in Necrohol of Nabudis—Cloister of the Highborn, after defeating Hydro at The Pharos at Ridorana.	12000	66	Diameter 10	—	—	—	Removes negative status effects from all allies in range. Cannot remove Oil, Stone, Slow, Stop, Doom, Disease, or X-Zone.
Blindna	White Magick 1	15	Shops in Rabanastre, Giza Plains, Nalbina Market, Barheim Passage, Bhujerba, Dreadnought Leviathan and Dalmasca Westersand.	200	6	Single	—	—	—	Removes Blind from one ally.
Vox	White Magick 2	20	Shops in Rabanastre, Nalbina Market, Barheim Passage, Bhujerba, Dreadnought Leviathan and Dalmasca Westersand.	300	8	Single	—	—	—	Removes Silence from one ally.
Poisona	White Magick 2	20	Shops in Rabanastre, Nalbina Market, Barheim Passage, Bhujerba, Dreadnought Leviathan and Dalmasca Westersand.	320	8	Single	—	—	—	Removes Poison from one ally.
Stona	White Magick 5	40	Shops in Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phone Coast and Archades.	800	12	Single	—	—	—	Removes Stone or Petrify from one ally.
Cleanse	White Magick 7	60	Cerobi Steppe—The Terraced Bank	Treasure	20	Single	—	—	—	Removes Disease from one ally.
Dispel	White Magick 5	40	The Tomb of Raithwall—Royal Passage	Treasure	16	Single	—	—	—	Removes Slow, Stop, and any positive status effects from a target.
Dispelga	White Magick 10	90	The Feywood—White Magick's Embrace	Treasure	32	Diameter 10	—	—	—	Removes Slow, Stop, and any positive status effects from all targets in range.
Protect	White Magick 3	25	Shops in Rabanastre, Nalbina Market, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand and Archades.	250	8	Single	—	—	—	Applies Protect status to one target. Protect reduces physical damage taken by 25%.
Protectga	White Magick 12	110	Necrohol of Nabudis—Cloister of Distant Song	Treasure	36	Diameter 10	—	—	—	Applies Protect status to all targets in range. Protect reduces physical damage taken by 25%.
Shell	White Magick 3	25	Shops in Rabanastre, Nalbina Market, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand and Archades.	250	8	Single	—	—	—	Applies Shell status to one target. Shell reduces magick damage taken by 25%.
Shellga	White Magick 12	110	The Great Crystal—The Great Crystal—5	Treasure	40	Diameter 10	—	—	—	Applies Shell status to all targets in range. Shell reduces magick damage taken by 25%.
Bravery	White Magick 9	80	Necrohol of Nabudis—Cloister of the Highborn	Treasure	24	Single	—	—	—	Applies Bravery to one target. Bravery increases physical damage done by 30%
Faith	White Magick 8	70	Necrohol of Nabudis—Hall of the Ivory Covenant	Treasure	24	Single	—	—	—	Applies Faith to one target. Faith increases magick damage and healing done by 30% to 50% depending on the spell cast.
Regen	White Magick 6	50	Giza Plains—Rains—Nomad Village, Tchita Uplands—The Lost Way	Treasure	16	Single	—	—	—	Applies Regen to one target. Regen restores HP over time and removes Sap status.
Confuse	White Magick 8	70	Shops in Phon Coast, Archades and Balfonheim Port.	1400	10	Single	—	—	70%	Applies Confuse to one target. Confuse causes the sufferer to choose targets randomly.
Holy	White Magick 11	100	Pharos at Ridorana—Wellspring Ravel—3rd Flight	Treasure	48	Single	157	Holy	100%	Deals Holy elemental damage to one target.

black Magicks

Black magicks exist for one purpose: destruction! With a wide variety of very powerful spells capable of hitting multiple targets, Black magicks are ideal for offensive support characters. Also, use them to great effect in conjunction with the Warmage and Headhunter Augment abilities.

Name	License Required	LP	Location	Cost	MP	Area	Power	Element	Base accuracy	Effects
Fire	Black Magick 1	15	Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand.	180	6	Single	22	Fire	100%	Deals Fire damage to a target.
Fira	Black Magick 5	40	Shops in Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phone Coast and Archades.	2700	16	Diameter 8	67	Fire	100%	Deals Fire damage to targets in range.
Firaga	Black Magick 9	90	Shops in Phon Coast, Archades and Balfonheim.	6800	38	Diameter 8	120	Fire	100%	Deals Fire damage to targets in range.
Thunder	Black Magick 1	15	Shops in Rabanastre, Nalbina, Barheim Passage, Bhujerba, Dreadnought Levaithan and Dalmasca Westersand.	200	8	Single	23	Lightning	100%	Deals Lightning damage to a target.
Thundara	Black Magick 6	50	Shops in Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	2900	18	Diameter 8	68	Lightning	100%	Deals Lightning damage to targets in range.
Thundaga	Black Magick 9	90	Shops in Archades and Balfonheim.	7000	40	Diameter 8	122	Lightning	100%	Deals Lightning damage to targets in range.
Blizzard	Black Magick 2	20	Shops in Rabanastre, Nalbina, Dalmasca Estersand, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand and Archades.	240	10	Single	25	Ice	100%	Deals Ice damage to a target.
Blizzara	Black Magick 6	50	Shops in Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	3300	20	Diameter 8	70	Ice	100%	Deals Ice damage to targets in range.
Blizzaga	Black Magick 10	90	Shop in Balfonheim, after Draklor.	7300	42	Diameter 8	125	Ice	100%	Deals Ice damage to targets in range.
Aero	Black Magick 4	30	Shops in Rabanastre, Bhujerba, Dalmasca Westersand, Jahara and Archades.	1200	14	Diameter 8	51	Wind	100%	Deals Wind damage to targets in range.
Aeroga	Black Magick 8	70	Shops in Mosphoran Highwaste, Phon Coast and Archades.	5700	38	Diameter 8	103	Wind	100%	Deals Wind damage to targets in range.
Aqua	Black Magick 3	25	Shops in Rabanastre, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Jahara and Archades.	700	12	Single	37	Water	100%	Deals Water damage to a target.
Bio	Black Magick 7	60	Shops in Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	4000	24	Diameter 8	87	—	100%	Deals damage and applies Sap to all targets in range. Sap continuously deals damage and removes Regen.
Shock	Black Magick 11	100	Shop in Balfonheim, after defeating Shemhazai and gaining the Treaty-Blade.	7800	34	Single	133	—	100%	Deals damage to one target.
Scourge	Black Magick 12	120	Shop in Barheim Passage, after defeating Shemhazai and gaining the Treaty-Blade.	8500	48	Diameter 8	142	—	100%	Deals damage to all targets in range and applies Sap. Sap continuously deals damage and removes Regen.
Flare	Black Magick 12	120	Pharos at Ridorana—Spire Ravel—1st Flight	Treasure	46	Single	163	—	100%	Deals damage to one target.
Scathe	Black Magick 13	165	Lhusu Mines—Staging Area	Treasure	70	Diameter 8	160	—	100%	Deals damage to all targets in range. This is extremely strong. Watch for Reflect status on targets.
Blind	Black Magick 2	20	Giza Plains—Dry—Toam Hills	Treasure	10	Single	—	—	75%	Applies Blind to one target. Blind reduces attack accuracy by half.
Blindga	Black Magick 7	60	Tchita Uplands—Fields of Eternity	Treasure	20	Diameter 8	—	—	65%	Applies Blind to all targets in range. Blind reduces attack accuracy by half.
Silence	Black Magick 3	25	Dalmasca Estersands—Yardang Labyrinth, Lhusu Mines—Shaft Entry	Treasure	8	Single	—	—	75%	Applies Silence to one target. Silence prevents casting of Magick
Silencega	Black Magick 8	70	Necrohol of Nabudis—Cloister of the Highborn	Treasure	22	Diameter 8	—	—	65%	Applies Silence to all targets in range. Silence prevents casting of Magick
Sleep	Black Magick 4	30	Dreadnought Leviathan—Starboard Section, Ogir-Yensa Sandsea—Platform 1—East Tanks	Treasure	10	Single	—	—	65%	Applies Sleep to one target. Sleep prevents all actions and movement. Any damage taken is increased by 50% but removes Sleep.
Sleepga	Black Magick 10	90	Ancient City of Giruvegan—The Trimahla Water-Steps	Treasure	26	Diameter 8	—	—	60%	Applies Sleep to all targets in range. Sleep prevents all actions and movement. Any damage taken is increased by 50% but removes Sleep.
Poison	Black Magick 5	40	Dalmasca Estersands—Sand-swept Naze	Treasure	8	Single	—	—	65%	Applies Poison to one target. Poison deals 6.25% of Max HP every 12 seconds.
Toxify	Black Magick 11	100	Barheim Passage—East-West Bypass	Treasure	26	Diameter 8	—	—	55%	Applies Poison to all targets in range. Poison deals 6.25% of Max HP every 12 seconds.

Time Magick

Designed for warping the fabric of time and space, this school of magick allows for the hastening of your allies and the slowing of your foes. There are other options that are designed to press your advantage over your foes by stripping them of abilities.

Name	License Required	LP	Location	Cost	MP	Area	Power	Element	Base Accuracy	Effects
Haste	Time Magick 4	50	Eruyt Village—Fane of the Path	Treasure	18	Single	—	—	—	Applies Haste to one target. Haste increases charge speed by 50% and removes Slow.
Hastega	Time Magick 9	100	The Great Crystal—The Great Crystal—6	Treasure	70	Diameter 10	—	—	—	Applies Haste to all targets in range. Haste increases charge speed by 50% and removes Slow.
Slow	Time Magick 1	20	Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand	200	8	Single	—	—	65%	Applies Slow to one target. Slow reduces movement speed, reduces charge speed by 50% and removes Haste.
Slowga	Time Magick 10	125	Shop in Balfonheim, after Draklor.	7000	24	Diameter 8	—	—	60%	Applies Slow to all targets in range. Slow reduces movement speed, reduces charge speed by 50% and removes Haste.
Stop	Time Magick 5	60	Shops in Rabanastre, Jahara and Archades.	900	20	Single	—	—	50%	Applies Stop to one target. Stop prevents all action and movement and halts all timers.
Immobilize	Time Magick 1	20	Shops in Rabanastre, Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan and Dalmasca Westersand.	500	14	Diameter 8	—	—	60%	Applies Immobilize to all targets in range. Immobilize prevents movement.
Disable	Time Magick 2	30	Shops in Rabanastre, Bhujerba, Dreadnought Leviathan, Dalmasca Westersand, Jahara and Archades.	700	14	Diameter 8	—	—	50%	Applies Disable to all targets in range. Disable prevents All actions.
Bleed	Time Magick 5	60	Shops in Jahara, Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	1200	12	Single	—	—	100%	Applies Sap to one target. Sap continuously deals damage and removes Regen.
Break	Time Magick 6	70	Shops in Eruyt Village, Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	1000	14	Single	—	—	65%	Applies Petrify to one target. After a countdown, a Petrified enemy becomes Stone, removing them from combat.
Countdown	Time Magick 6	70	Stilshrine of Miriam—Ward of Velitation	Treasure	8	Single	—	—	60%	Applies Doom to one target. After a countdown, the Doomed target is KO'd.
Berserk	Time Magick 7	80	Shops in Mt Bur-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	900	10	Single	—	—	70%	Applies Berserk to one target. Berserk causes the target to only use the attack command, deal 50% more damage and increase charge speed by 100%.
Float	Time Magick 7	80	Tchita Uplands—Oliphzak Rise	Treasure	16	Diameter 10	—	—	—	Applies Float to all targets in range. Float causes immunity to traps and Earth elemental magick.
Vanish	Time Magick 3	40	The Tomb of Raithwall—Royal Passage	Treasure	12	Single	—	—	—	Applies Invisible to one target. Invisible targets cannot be seen by enemies. Taking most actions removes this status
Vanishga	Time Magick 8	90	Shops in Mosphoran Highwaste, Phon Coast and Archades.	3800	24	Diameter 10	—	—	—	Applies Invisible to all targets in range. Invisible targets cannot be seen by enemies. Taking most actions removes this status
Reflect	Time Magick 2	30	Ogir-Yensa Sandsea—Primary Tank Complex	Treasure	12	Single	—	—	—	Applies Reflect to one target. Reflect causes magick to change target from ally to foe or vice versa.
Reflectga	Time Magick 9	100	The Feywood—The Edge of Reason	Treasure	24	Diameter 10	—	—	—	Applies Reflect to all targets in range. Reflect causes magick to change target from ally to foe or vice versa.
Balance	Time Magick 3	40	Nam-Yensa Sandsea—Demesne of the Sandqueen	Treasure	18	Diameter 8	—	—	100%	Deals damage to all targets in range. Damage is equal to user's Max HP minus current HP.
Warp	Time Magick 8	90	Nabreus Deadlands—Lifeless Strand	Treasure	18	Diameter 8	—	—	50%	KO's all targets in range. No EXP is granted.
Gravity	Time Magick 4	50	Shops in Rabanastre, Bhujerba, Dalmasca Westersand, Jahara and Archades.	2300	12	Diameter 8	—	—	70%	Deals damage to all foes in range. Damage is equal to 25% of their Max HP.
Graviga	Time Magick 10	125	Shop in Balfonheim, after defeating Shemhazai and gaining the Treaty-Blade.	5800	28	Diameter 8	—	—	40%	Deals damage to all foes in range. Damage is equal to 50% of their Max HP.

green Magicks

Green Magick may be limited, but it's essential to keeping a team running smoothly. Consisting of a few critical buffs and ways to keep the caster flush with Mist Points and health, Green Magick is a must have for any character with access to it. Many jobs have access to some or all of this school of Magick, and they only come from the Clan Centurio provisioner, so remember to raise your clan Rank early and often!

Name	License Required	LP	Location	Cost	MP	Area	Power	Element	Base Accuracy	Effects
Oil	Green Magick 1	40	Clan Provision shop at Rank: Hedge Knight	800	8	Diameter 8	—	—	90%	Applies Oil to all targets in range. Oil causes Fire elemental damage received to be tripled.
Reverse	Green Magick 2	50	Clan Provision shop at Rank: Knight of the Round	7000	20	Single	—	—	100%	Applies Reverse to one target. Reverse switches damage and healing. Some sources, like Regen and Sap, are not reversed.
Decoy	Green Magick 1	40	Clan Provision shop at Rank: Moppet	2000	10	Single	—	—	60%	Applies Lure to one ally. Any foe able to do so will attack this ally. Despite being a positive effect, Decoy's hit chance is calculated (and resisted) like a negative effect.
Drain	Green Magick 2	50	Clan Provision shop at Rank: Vanguard	3000	18	Single	62	—	100%	Deals damage to one target. The caster gains HP in that amount.
Syphon	Green Magick 3	90	Clan Provision shop at Rank: Paragon of Justice	3600	2	Single	8	—	60%	Deals MP damage to one target. The caster gains MP in that amount.
Bubble	Green Magick 3	90	Clan Provision shop at Rank: Riskbreaker	5000	32	Single	—	—	—	Applies Bubble to one target. Bubble doubles maximum HP (and increases current HP to the correct percentage) as well as removes and prevents Disease.

arcane Magicks

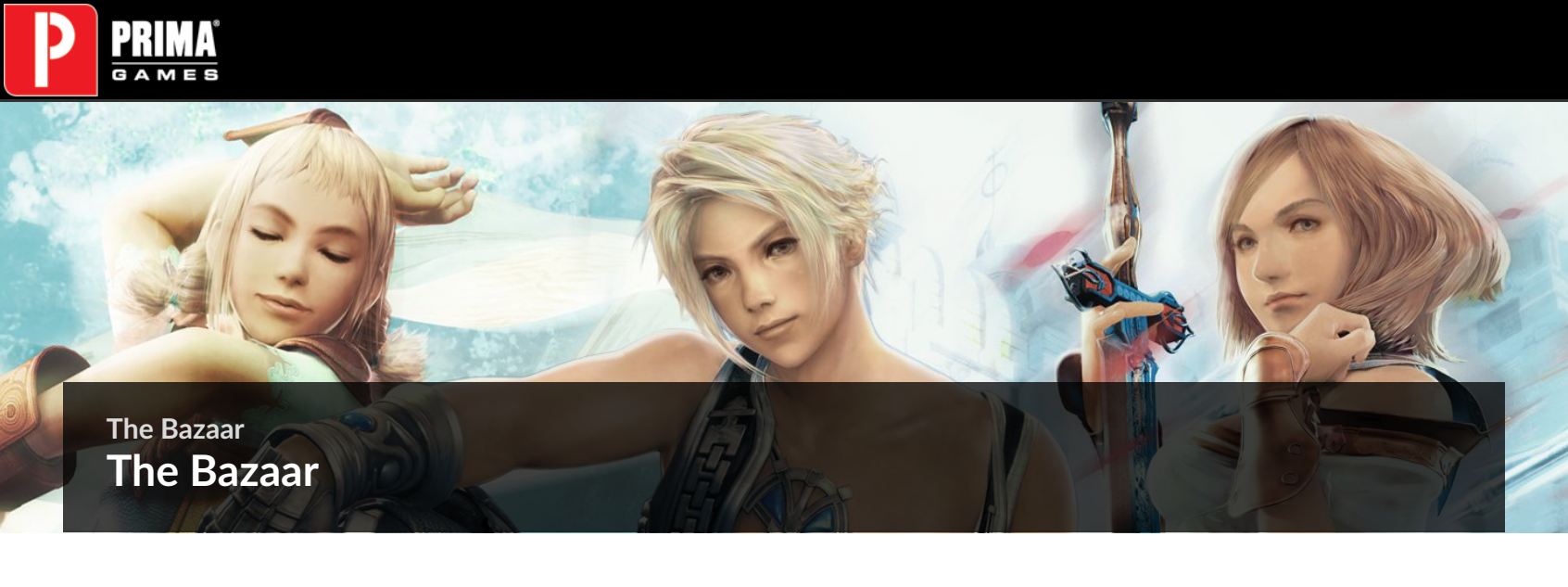
Arcane Magick is a dark school of Magick which exists for one reason: to make the enemies die. Used exclusively by Red Battlemages, Arcane Magick is a powerful weapon against the fiends of Ivalice.

Name	License Required	LP	Location	Cost	MP	Area	Power	Element	Base Accuracy	Effects
Dark	Arcane Magick 1	40	Shops in Rabanastre, Giza Plains, Nalbina, Barheim Passage, Bhujerba, Dreadnought Leviathan and Dalmasca Westersand.	500	10	Diameter 8	46	Dark	100%	Deals Dark damage to all targets in range.
Darkra	Arcane Magick 1	40	Shops in Mt Bu-Omisace, Mosphoran Highwaste, Phon Coast and Archades.	3500	24	Diameter 8	91	Dark	100%	Deals Dark damage to all targets in range.
Darkga	Arcane Magick 2	50	Shop in Balfonheim, after Draklor.	7500	38	Diameter 8	130	Dark	100%	Deals Dark damage to all targets in range.
Death	Arcane Magick 2	50	Paramina Rift—Karydine Glacier	Treasure	20	Single	—	—	50%	KO's a target. No Experience is gained.
Ardor	Arcane Magick 3	110	Pharos at Ridorana—Spire Ravel 2nd Flight	Treasure	60	Diameter 8	173	Fire	100%	Deals Fire damage to all targets in range.

Augment Abilities

Apart from the licenses for technicks, magicks, armors, and weapons on the license boards, there are also licenses for passive abilities that permanently increase your characters' abilities. These bonuses are active for the remainder of the game once you buy them; you need not purchase anything beyond their license. Although they may seem less glamorous than a new ability or weapon, many Augment abilities are among the most useful on the entire board. Whether it's permanently increasing your character's action speed, adding additional Gambit Slots, or permanently increasing HP, Augment abilities are a great way to spend license points.

Name	LP	Effect
Second Board	30	Unlocks a Second License Board.
Gambit Slot	15-100	Unlocks a Gambit Slot.
+HP	20-220	Adds maximum Health Points in the amount listed.
Swiftness	30-80	Reduces Charge Time on all actions by ~10% (mileage varies depending on battle speed setting).
Channeling	30-80	Reduces all magick costs by 10%.
Shield Block	25-75	Increases chance to block with a shield by 5% per license.
Battle Lore	30-100	Increases Strength by 1.
Magick Lore	30-100	Increases Magick Power by 1.
Potion Lore 1	20	Increases HP restoration of Potions/Hi-Potions/X-Potions by 20%.
Potion Lore 2	35	Increases HP restoration of Potions/Hi-Potions/X-Potions by 30%.



The Bazaar

FINAL FANTASY XII has the typical item and gear shops like other RPGs, but this game added something called the Bazaar. All the merchants in the game take part in the Bazaar system. The Bazaar offers exclusive deals and bargains based upon the amount of loot you've sold to merchants. The loot you sell is used to make item packages that are often cheaper than normal, or exclusive to the Bazaar.

Grimoires

Grimoires appear for sale in the Bazaar when certain conditions are fulfilled. They greatly enhance the frequency and quality of loot from particular kinds of monsters and are worth obtaining as soon as possible. In fact, you should prioritize Grimoire acquisition over new gear, magicks, or technicks. The sooner you get your hands on Grimoires, the sooner your drop quality will improve, and for the rest of your gameplay duration, too. Except for the 'Morbid Urn' package, the criteria for revealing all of these Grimoires can be fulfilled in one town visit very early in the game. Work to reveal these items all together, invest in them early, then benefit in drop quality!

Package Name	Price	Content	Enhances Loot From	Requirements
Forgotten Grimoire	18000	Hunter's Monograph	Beasts/Avions	After finishing the Thextera Hunt, speak with Gatsly in Muthru Bazaar.
Forgotten Grimoire	19000	Knight's Monograph	Giants/Insects	Talk to any weapon merchant more than 30 times.
Forgotten Grimoire	20000	Warmage's Monograph	Amorphs/Undead	Read the hunt bulletin board more than 20 times.
Forgotten Grimoire	21000	Mage's Monograph	Fiends	Talk to any magick merchant over 25 times.
Forgotten Grimoire	22000	Scholar's Monograph	Constructs	Talk to any armor merchant more than 15 times.
Forgotten Grimoire	22000	Dragoon's Monograph	Dragons/Plants	Read the hunt bulletin board more than 40 times.
Forgotten Grimoire	25000	Sage's Monograph	Elementals	Talk to any merchant over 100 times.
Morbid Urn	250000	Canopic Jar	All enemies can drop Arcana	Sell Phobos Glaze, Horakhty's Flame, and Deimos Clay. Collecting these rare pieces of loot requires completing the hunts for Trickster, Gil Snapper, and Orthros.

Bazaar Packages

After selling certain combinations of loot to merchants, they are assembled or synthesized into special items and packages. Ultimately, these items become available in the Bazaar. You don't have to sell the required loot combination all at once, and you don't even have to sell the loot to the same merchant because all merchants are connected. Still, when targeting specific packages, it's better not to sell all loot indiscriminately. You wouldn't want a rare ingredient used up prematurely if a separate package's unlock criteria are fulfilled first.

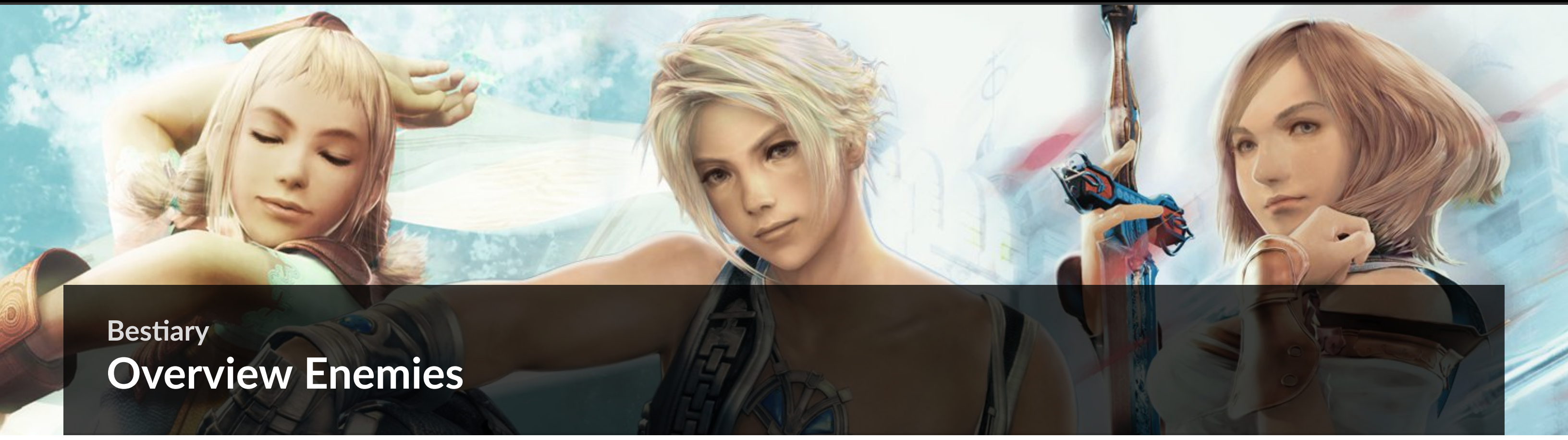
Monsters typically have a common loot drop and a rare loot drop but, in addition, they can also drop special stones and gems imbued with magickal power (such as the Dark Stone, Wind Magicite, Fire Crystal, etc). Later in the game, by fighting rare monsters or obtaining a Canopic Jar in the Bazaar, enemies also begin dropping different magick totems, called Arcana. Bazaar combinations are comprised of any number of common and rare drops and are sometimes coupled with a magickal item to aid the synthesis. Don't worry if this sounds complicated—the Bazaar merchants handle everything! All you need to do is sell loot, after which you are informed when new Bazaar packages are available for purchase!

Name	Loot	Cost	Contents
Alluring Finery	Fine Wool x3, Tyrant Hide x1, Ice Magicite x4	3180	Lamia's Tiara x1, Enchanter's Habit x1
Antidote Set	Drab Wool x2	100	Antidote x3
Armor-piercing Shot	Ichthon Scale x4, Silver Liquid x5, Wind Crystal x7	8900	Windslicer Shot x1, Spica x1
Arrows Alight	Crooked Fang x2, Fire Stone x4	2800	Fiery Arrows x1, Long Bow x1
Arrows of the Moon Goddess	Great Serpent's Fang x2, Dorsal Fin x2, Gemini Gem x3	1280	Artemis Arrows x1
Assorted Leathers	Wolf Pelt x2, Tanned Hide x1, Dark Stone x2	300	Leather Breastplate x1, Leather Headgear x1
Attenuated Greatsword	Quality Stone x4, Sky Jewel x7, Holy Crystal x10	9200	Save the Queen x1
Back Harness	Throat Wolf Blood x1	600	Battle Harness x1
Befuddling Incendiaries	Bomb Shell x4, Book of Orgain-Cent x3, Fire Crystal x7	3800	Chaos Bombs x1, Caldera x1
Black Vestments	Blood Wool x9, Prime Tanned Hide x7, Dark Crystal x8	12800	Black Mask x1, Black Robes x1
Blindflight Quarrels	Spiral Incisor x3, Silver Liquid x3, Dark Crystal x3	11220	Black Bolts x1, Hunting Crossbow x1
Blush of Light	Tomato Stalk x2, Magick Lamp x1, Snowfly x1	1200	Firefly x1
Bow & Bodkin	Bat Fang x1, Rat Pelt x2, Dark Stone x2	400	Parallel Arrows x1, Shortbow x1
Bow of the Moon Goddess	Solid Horn x5, Moondust x2, Sylphi Halcyon x1	9300	Artemis Bow x1
Brawler's Fetish	Gimble Stalk x2	3000	Amber Armlet x1
Brilliant Shield	Ancient Turtle Shell x2, Ring Wyrm Liver x2, Undin Halcyon x1	7500	Venetian Shield x1
Burning Blade	Lumber x2, Malboro Vine x2, Fire Stone x6	2025	Flametongue x1
Burning Fangs	Pointed Horn x2	980	Soleil Fang x5
Burnished Protectives	Wyrm Carapace x2, Quality Hide x2, Earth Magicite x4	4850	Burgonet x1, Shielded Armor x1, Ice Shield x1
Chain-link Belt	Battlewyrm Carapace x2, Adamantite x1	17820	Bubble Belt x1
Chronos Tear Pack (repeatable)	Eye of the Hawk x1	333	Chronos Tear x10
Comfy Headgear	White Incense x2, Einherjarium x2, Virgo Gem x7	25000	Cat-ear Hood x1
Crimson Blade	Solid Stone x2, Vampyr Fang x3, Dark Crystal x15	4444	Karkata x1
Cursed Necklace	Blood-stained Necklace x3, Death's-Head x2, Leo Gem x3	28000	Nihopalaoa x1
Darksteel Blade	Orichalcum x2, Chimera Head x2, Taurus Gem x3	17800	Stoneblade x1
Devastating Incendiaries	Bomb Fragment x3, Frog Oil x2, Aries Gem x3	12000	Castellanos x1
Double-bladed Knife	Windslicer Pinion x5, Malboro Flower x7, Wind Crystal x9	7500	Zwill Crossblade x1
Dragon Crest	Omega Badge x1, Godslayer's Badge x1, Lu Shang's Badge x1	65535	Wyrmhero Blade x1
Elegant Pole	Blood-darkened Bone x8, Demon Feather x6, Wind Crystal x7	7980	Ivory Pole x1
Emboldening Arms	Quality Pelt x6, Tanned Giantskin x4, Fire Crystal x3	7980	Chakra Band x1, Power Vest x1
Engraved Spear	Ketu Board x2, Broken Spear x2, Mystletainn x2	9025	Gungnir x1
Esoteric Draught	Onion x3, Rat Tail x3, High Arcana x2	108000	Megalixir x1
Exquisite Ring	Frogspawn x2	7800	Opal Ring x1
Eye Drop Set	Demon Eyeball x2	100	Eye Drops x3
Eye Openers	Chocobo Feather x4	1280	Phoenix Down x5, Prince's Kiss x5
Feathered Boots	Arctic Wind x1	300	Winged Boots x1
Fire-bird's Whisper	Jack-o'-Lantern x1	2222	Phoenix Down x10
First-aid Kit	Large Feather x3	450	Phoenix Down x2, Potion x2
Flask of Oily Liquid	Unpurified Ether x2, Caramel x3	4000	Ether x1
Flask of Viscous Liquid	Unpurified Ether x2, Foul Liquid x2, Slime Oil x4	12000	Hi-Ether x1
Forbidding Shield	Aged Turtle Shell x2, Destrier Barding x8, Leamonde Halcyon x1	7800	Demon Shield x1
Forked Spear	Pointed Horn x4, Maggoty Flesh x5, Wind Magicite x6	6450	Trident x1
Gigas Gear	Prime Pelt x8, Prime Tanned Hide x7, Dark Crystal x7	17800	Gigas Hat x1, Gigas Chestplate x1
Gilt Phylactery	Tattered Garment x1	3000	Golden Amulet x1
Gilt Shield	Molting x3, Fire Stone x3	250	Buckler x1
Golden Battle Axe	Electrum x2, Broken Greataxe x2, Mardu Halcyon x1	10000	Golden Axe x1
Golden Garb	Iron Carapace x3, Tanned Hide x2, Dark Magicite x3	3980	Golden Helm x1, Golden Armor x1, Golden Shield x1
Hi-Potion Pack (repeatable)	Rainbow Egg x1	1111	Hi-Potion x10
Hollow-shaft Arrows	Bat Fang x5, Yellow Liquid x1, Water Magicite x3	3980	Bamboo Arrows x1, Loxley Bow x1
Huntsman's Crossbow	Bundle of Needles x1, Festering Flesh x2, Ice Magicite x5	3500	Stone Bolts x1, Recurve Crossbow x1
Iron-forged Blade	Iron Scraps x3, Foul Flesh x2, Earth Stone x3	650	Iron Sword x1
Iron-forged Pole	Sturdy Bone x5, Demon Eyeball x3, Fire Magicite x4	2115	Iron Pole x1
Jag-tooth Ninja Sword	Giant Feather x5, Festering Flesh x4, Dark Magicite x5	3800	Kagenui x1
Jewel of Creation (repeatable)	Soul Powder x1, Wargod's Band x2, High Arcana x1	29997	Empyreal Soul x1
Jewel of the Serpent (repeatable)	Snake Skin x4, Serpent Eye x2, High Arcana x1	19998	Serpentarius x1
Large Gloves	Bent Staff x3	2000	Blazer Gloves x1
Late-model Rifle	Wyvern Wing x2, Yensa Fin x2, Salamand Halcyon x1	8000	Arcturus x1
The Leering Blade	Broken Sword x3, Demon Tail x7, Dark Crystal x10	8800	Deathbringer x1
Light & Sturdy Garb	Coeurl Pelt x6, Tanned Tyrant Hide x2, Storm Magicite x5	5800	Adamant Hat x1, Adamant Vest x1
Light Spear	Horn x2, Foul Flesh x2, Wind Stone x3	310	Javelin x1
Life Crystal (repeatable)	Arcana x10, Feystone x1, Soul of Thamasa x1	9999	High Arcana x1
Magepower Helm	Charger Barding x5, Chimera Head x2, Feystone x1	7500	Magepower Shishak x1
Magick Shard	Glass Jewel x8, Sky Jewel x8, Diakon Halcyon x1	99	Holy Mote x1
Magick Shard	Book of Orgain x8, Book of Orgain-Cent x8, Book of Orgain-Mille x8	499	Scathe Mote x1
Magick Shards	Festering Flesh x4	1480	Aqua Mote x5
Marksman's Delight	Fish Scale x2, Green Liquid x1, Dark Stone x3	550	Silent Shot x1, Capella x1
Master-crafted Blade	Gemsteel x2, Orichalcum x3, Mallet x2	350000	Kumbha x1
Matching Reds	Coeurl Pelt x3, Quality Hide x2, Dark Magicite x3	2480	Red Cap x1, Brigandine x1
Matchless Metal (repeatable)	Scarletite x1, Damascus Steel x2, Hell-Gate's Flame x2	29997	Gemsteel x1
Memories of Yore	Quality Stone x5	999	Pebble x99
Monk's Garb	Coeurl Pelt x4, Tyrant Hide x2, Ice Magicite x4	3180	Headband x1, Jujitsu Gi x1
Mudslinger	Emperor Scale x2, Silver Liquid x3, Earth Crystal x8	120000	Mud Shot x1, Mithuna x1
Mysterious Substance (repeatable)	Grimoire Togail x3, Grimoire Aidhed x3, Bat Wing x1	14999	Dark Energy x1
Mystic Staff	Quality Lumber x4, Demon Feather x6, Storm Crystal x7	3600	Cloud Staff x1
Nature's Armory	Prime Pelt x9, Forbidden Flesh x7, Fire Crystal x8	13800	Crown of Laurels x1, Rubber Suit x1
Ninja Footgear	Slaven Harness x2	400	Gillie Boots x1
Ninja Garb	Fine Wool x4, Tanned Tyrant Hide x2, Fire Magicite x5	4800	Black Cowl x1, Black Garb x1
Noisome Incendiaries	Bomb Shell x1, Fire Crystal x3	3280	Poison Bombs x1, Fumarole x1
Oil-soaked Incendiaries	Bomb Ashes x3, Book of Orgain x2, Fire Crystal x3	10625	Oil Bombs x1, Tumulus x1
Permafrost Bow & Quiver	Spiral Incisor x4, Antarctic Wind x2, Ice Crystal x7	17200	Icecloud Arrows x1, Perseus Bow x1
Phials & Philtres	Malboro Flower x3	1980	Serum x8, Nu Khai Sand x16
Phoenix Flight	Windslicer Pinion x5	8750	Phoenix Down x50
Piercing Bolts	Wrath of the Gods x2, Ring Wyrm Liver x2, Capricorn Gem x3	1680	Grand Bolts x1
Platinum Gear	Insect Husk x2, Tanned Giantskin x5, Storm Magicite x6	9800	Platinum Helm x1, Platinum Armor x1, Platinum Shield x1
Potion Crate	Screamroot x3	7480	Potion x30, Hi-Potion x20, X-Potion x10
Potion Pack (repeatable)	Cactus Fruit x2	70	Potion x2
Rain of Tears	Yensa Scale x1, Green Liquid x3, Water Stone x4	800	Aqua Shot x1, Vega x1
Ranger's Crossbow	Crooked Fang x4, Yellow Liquid x2, Ice Stone x1	1080	Long Bolts x1, Crossbow x1
Saint's Draught	Ambrosia x3, Demon Drink x3, High Arcana x1	36000	Elixir x1
Samurai's Katana	Iron Ore x5, Screamroot x7, Water Crystal x9	8400	Ame-no-Murakumo x1
The Scorpion	Charged Gizzard x3, Wyrm Bone x3, Scorpio Gem x4	70000	Vrscika x1
Scout's Crossbow	Wyvern Fang x4, Ancient Bone x3, Holy Crystal x9	6400	Time Bolts x1, Penetrator Crossbow x1
Serpent Blade	Coeurl Whisker x2, Sickle-Blade x2, Cancer Gem x3	90000	Mesa x1
Serum Pack	Demon's Sigh x1	999	Serum x10
Shell-worked Collar	Bomb Shell x2, Four-Leaf Clover x2	6000	Turtleshell Choker x1
Shoes of the Dead	Zombie Powder x1, Destrier Mane x1	450	Quasimodo Boots x1
Silver Bow	Beastlord Horn x3, Moon Ring x3, Sagittarius Gem x4	100000	Dhanusha x1
Sipping Wine	Tyrant Hide x2	240	Bacchus's Wine x3
Smelling Salts, &c.	Malboro Vine x4	540	Hi-Potion x4, Nu Khai Sand x2
Soul of the Fire-bird	Bundle of Feathers x3	5980	Phoenix Down x25
Stone Shot	Mirror Scale x2, Tyrant Bone x2, Libra Gem x3	1480	Stone Shot x1
Sturdy Battle Gear	Charger Barding x4, Split Armor x2, Pisces Gem x3	8000	Maximillian x1
The Sunflower	Gemsteel x3, Empyreal Soul x3, Serpentarius x3	600000	Tournesol x1
Survival Set	Malboro Fruit x4	1500	Antidote x12, Eye Drops x12, Echo Herbs x12
Tail of the Phoenix	Small Feather x3	400	Phoenix Down x2
Tinctures & Tonics	Succulent Fruit x4	700	Potion x5, Handkerchief x3, Gold Needle x3
Triage Kit	Giant Feather x3	2980	Phoenix Down x12, Hi-Potion x3
Traveler's Garb	Braid Wool x2, Tanned Hide x2, Water Stone x5	1890	Feathered Cap x1, Traveler's Vestment x1
Ultimate Blade	Adamantite x2, Death Powder x2, Gnoma Halcyon x1	12800	Ultima Blade x1
Unassuming Surcoat	Wolf Pelt x2, Earth Stone x1	100	Chromed Leathers x1
War Axe	Pointed Horn x2, Malboro Fruit x4, Wind Magicite x6	4680	Francisca x1
Warped Blade	Bundle of Feathers x6, Maggoty Flesh x4, Fire Magicite x6	5650	Diamond Sword x1
Water-drop Munitions	Book of Orgain x3, Putrid Liquid x3, Water Crystal x10	2640	Water Bombs x1
Well-forged Blade	Lifewick x3, Ring Wyrm Scale x4, Leshach Halcyon x1	80000	Simha x1
Whisker of the Beast	Mythril x3, Corpse Fly x3, Aquarius Gem x4	60000	Kanya x1
White Vestments	Blood Wool x9, Beastlord Hide x7, Holy Crystal x8	12800	White Mask x1, White Robes x1
Wind Walkers	Gysahl Greens x33, Arcana x15	18000	Hermes Sandals x1
Wing Cord	Stardust x2	2000	Pheasant Netsuke x1
Wooden Pole	Bone Fragment x5, Succulent Fruit x3, Earth Stone x4	480	Cypress Pole x1
X-Potion Pack	Behemoth Steak x1	4444	X-Potion x10

Loot

While older games in this series usually rely upon gil drops from enemies to build your fortune, a good portion of the money in this game is made by selling a special class of enemy drops that exist for this purpose alone. This item class is referred to as "loot." Whether stolen, poached, or picked up from defeated foes, collecting and selling loot is the key to gaining riches in *FINAL FANTASY XII* and earning many of the game's rarest items from the Bazaar. Critical pieces of loot, leading to ultimate items or bazaar-exclusive items, appear **BOLD** and have their locations listed.

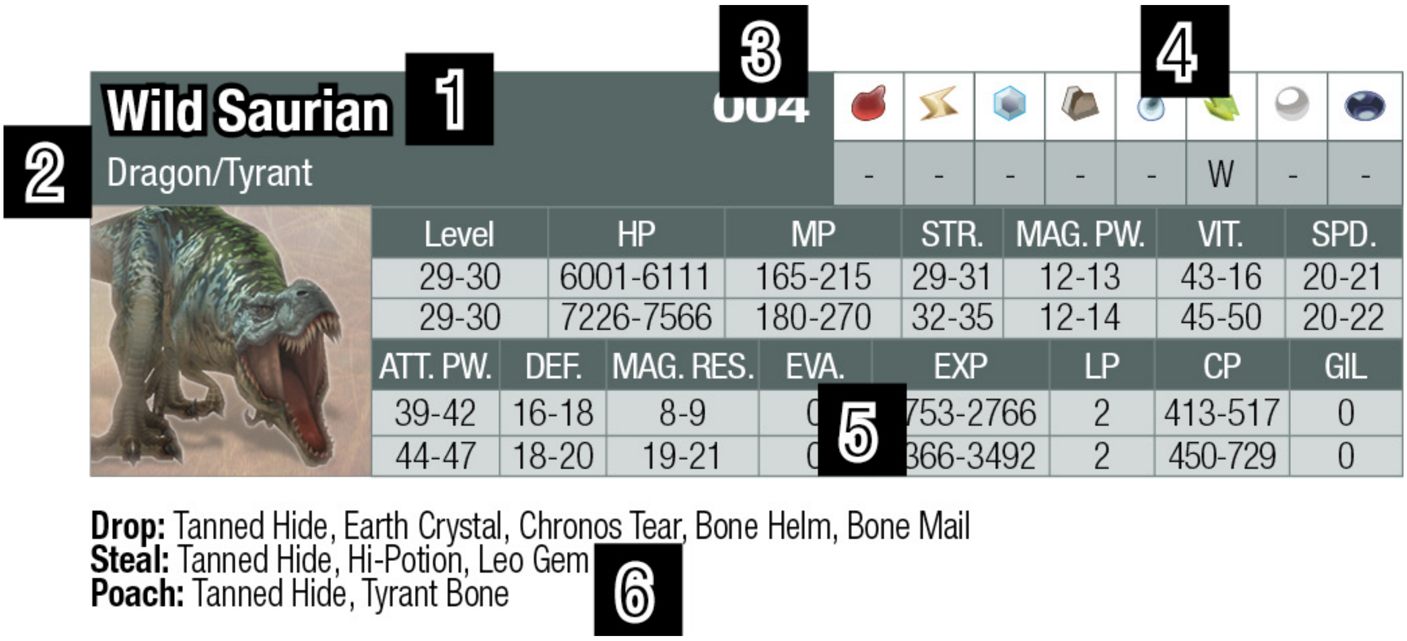
Name	Value	Obtained
Adamantite	1479	—
Aged Turtle Shell	1075	—
Ambrosia	1682	—
Ancient Bone	2115	—
Ancient Turtle Shell	1337	Drop from Adamantitan in Cerobi Steppe and Nabreus Deadlands; poach from Silicon Tortoise in Giza Plains
Antarctic Wind	1689	—
Aquarius Gem	150	Drop from Golem in the Feywood; drop from Deidar in the Pharos
Arcana	10	Drop from rare monsters; drop from all monsters after obtaining key item Canopic Jar
Arctic Wind	1179	—
Aries Gem	150	—
Bat Fang	105	—
Bat Wing	647	—
Battlewyrm Carapace	871	Drop from Archaeoaevis in Zertinan Caverns
Beastlord Hide	1499	—
Beastlord Horn	1334	Drop from Humbaba in Mosphoran Highwaste
Behemoth Steak	1671	—
Bent Staff	1194	—
Bhujerban Madhu	250	—
Black Orb	1	—
Blood Wool	871	—
Blood-darkened Bone	1435	—
Blood-stained Necklace	1663	Drop from Shambling Corpse in Zertinan Caverns with Warmage's Monograph
Bomb Ashes	200	—
Bomb Fragment	1911	—
Bomb Shell	896	—
Bone Fragment	193	—
Book of Orgain	532	—
Book of Orgain-Cent	924	—
Book of Orgain-Mille	1477	—
Braid Wool	465	—
Broken Greataxe	1762	—
Broken Spear	617	—
Broken Sword	1099	—
Brown Tuft	1	—
Bundle of Feathers	833	—
Bundle of Needles	92	—
Cactus Fruit	59	—
Cancer Gem	150	Drop from Preying Mantis in the Feywood
Capricorn Gem	150	Steal from rare monster 340, Negalmuur; steal from rare monster 346, Fideliant
Caramel	276	—
Centurio Hero's Badge	1	—
Charged Gizzard	945	Drop from Thunderbug in the Henne Mines
Charger Barding	1154	—
Chimera Head	2026	Drop from Chimera Brain in the Pharos
Chocobo Feather	480	—
Coeurl Pelt	454	—
Coeurl Whisker	2076	Drop from Ose in Great Crystal upper layer; steal from rare monster 329, Grimalkin, in Tchita Uplands
Common Fish	10	—
Corpse Fly	1798	Drop from Dragon Lich in the Pharos
Crooked Fang	287	—
Damascus Steel	2188	Dropped or stolen from Bune in the Pharos; steal from rare monster 300, Vishno, in the Pharos; steal from rare monster 364, Anchag, in Paramina Rift; steal from rare monster 366, Bluesang, in Cerobi Steppe
Dark Crystal	160	—
Dark Magicite	80	—
Dark Stone	35	—
Death Powder	1323	—
Death's-Head	653	Drop from Dark Skeleton in Paramina Rift with Warmage's Monograph
Deimos Clay	1000	Reward for the clan hunt "Paramina Run"
Delicious Fish	25	—
Demon Drink	1863	—
Demon Eyeball	123	—
Demon Feather	910	—
Demon Tail	1203	—
Demon's Sigh	1704	—
Destrier Barding	1214	—
Destrier Mane	808	—
Dewdrop Pebble	1	—
Diakon Halcyon	1500	—
Dorsal Fin	1577	Drop from Focalor in the Nabreus Deadlands
Drab Wool	63	—
Earth Crystal	160	—
Earth Magicite	80	—
Earth Stone	35	—
Einherjarium	1682	Drop from Babil in Necrohol of Nabudis
Electrum	3563	—
Emperor Scale	1395	Drop from Archaeoaevis in Zertinan Caverns; Steal from Elder Wyrm and Deathgaze
Empty Bottle	1	—
Empyreal Soul	2000	Sell (High Arcana x1, Soul Powder x1, Wargod's Band x2)
Eye of the Hawk	989	—
Festering Flesh	542	—
Feystone	1000	Dropped or stolen from Entite monsters
Fine Wool	619	—
Fire Crystal	160	—
Fire Magicite	80	—
Fire Stone	35	—
Fish Scale	151	—
Forbidden Flesh	1397	—
Foul Flesh	143	—
Foul Liquid	703	—
Four-leaf Clover	1969	—
Frog Oil	1826	—
Frogspawn	761	—
Gemini Gem	150	Drop from Behemoth in the Feywood and Giruvegan; drop from Blood Gigas in the Stilshrine of Miriam; steal from rare monster 362, Wendice
Gemsteel	2000	Drop from Lv.99 Red Chocobo with Hunter's Monograph; clan reward for gathering eight Espers; Matchless Metal Bazaar recipe
Giant Feather	686	—
Gimble Stalk	1647	—
Glass Jewel	115	—
Gnoma Halcyon	1500	—
Godslayer's Badge	1	Reward for final clan hunt
Great Serpent's Fang	994	Drop from Python in Mosphoran Highwaste
Great Serpentskin	70	—
Green Liquid	206	—
Green Tuft	1	—
Grimoire Aidhed	1005	—
Grimoire Togail	475	—
Gysahl Greens	54	—
Hell-Gate's Flame	1584	Drop from Cerberus in the Feywood
High Arcana	20	Sell Arcana x10, Soul of Thamasa x1, Feystone x1 to Bazaar; drop from many monsters after obtaining key item Canopic Jar
Holy Crystal	160	—
Holy Magicite	80	—
Holy Stone	35	—
Horakhty's Flame	1000	Reward for clan hunt "Crime and Punishment"
Horn	120	—
Ice Crystal	160	—
Ice Magicite	80	—
Ice Stone	35	—
Ichthon Scale	1033	—
Insect Husk	680	—
Iron Carapace	413	—
Iron Ore	1043	—
Iron Scraps	185	—
Jack-o'-Lantern	1888	—
Jaya Stick	500	—
Ketu Board	1771	—
Large Feather	71	—
Leamonde Halcyon	1500	—
Leo Gem	150	Drop from Archaeoaevis in Zertinan Caverns
Leshach Halcyon	1500	Dropped or stolen from Leshach Entite in Paramina Rift during snowstorm
Libra Gem	150	Drop from Ose in Great Crystal upper layer; drop from Tartarus in the Feywood; steal from Silver Lobos outside Phon Coast
Lifewick	1740	Drop from Necrofiend in Henne Mines
Lu Shang's Badge	1	Complete fishing mini-game
Lumber	483	—
Maggoty Flesh	741	—
Magick Lamp	1753	—
Malboro Flower	1043	—
Malboro Fruit	612	—
Malboro Vine	433	—
Mallet	2498	Drop from Purobolos in the Pharos with Mage's Monograph
Mardu Halcyon	1500	—
Mirror Scale	1952	Drop from Mirrorknight in the Feywood; drop from rare monster 009, Dreadguard, in the Feywood
Molting	74	—
Moon Ring	1647	Drop from Ash Wyrm in Great Crystal upper layer
Moondust	1975	Drop from Mu in the Feywood
Mystletainn	1725	—
Mythril	1531	Drop from Mythril Golem in Giruvegan
Nebra Succulent	100	—
Nebralim	150	—
Omega Badge	1	Drop from Omega MK. XII in Great Crystal upper layer
Onion	2010	—
Orange Tuft	1	—
Orichalcum	1777	Drop from Deidar in the Pharos; dropped or stolen from rare monster 300, Vishno, in the Pharos
Peach Tuft	1	—
Pebble	2	—
Phobos Glaze	1000	Reward for clan hunt "Paradise Risen"
Pinewood Chop	0	—
Pisces Gem	150	—
Pointed Horn	706	—
Prime Pelt	1124	—
Prime Tanned Hide	1372	—
Putrid Liquid	1342	—
Quality Hide	384	—
Quality Lumber	1127	—
Quality Pelt	651	—
Quality Stone	1425	—
Rainbow Egg	538	—
Rat Pelt	35	—
Rat Tail	224	—
Ring Wyrm Liver	1467	Drop from Shield Wyrm in Cerobi Steppe
Ring Wyrm Scale	1285	Drop from Shield Wyrm in Cerobi Steppe
Sagittarius Gem	150	Drop from Hecteyes in the Henne Mines east section; dropped or stolen with Thief's Cuffs from Oiling in the Stilshrine of Miriam
Salamand Halcyon	1500	Dropped or stolen from Salamand Entite in the Ogir-Yensa Sandsea during sunny weather, reward for Gibbs & Deweg side quest.
Sandalwood Chop		—
Scarletite	1679	Drop from Emeralditan in Nabreus Deadlands; steal from rare monster 293, Aspidochelon, in Cerobi Steppe
Scorpio Gem	150	Steal from Gargoyle Baron in Giruvegan; steal from rare monster 342, Larva Eater, in Great Crystal upper layer
Screamroot	1350	—
Semclam Shell	90	—
Serpent Eye	1440	Drop from Basilisk in the Feywood
Serpentarius	2000	Clan reward for collecting all 13 Espers; steal from Zodiark in the Henne Mines east section; sell High Arcana x1, Snake Skin x4, Serpent Eye x2 to Bazaar
Sickle-Blade	1878	Drop from Preying Mantis in the Feywood; steal from rare monster 321, Rageclaw, in the Salikawood
Silver Liquid	1376	—
Sky Jewel	980	—
Slaven Harness	815	—
Slime Oil	1717	—
Small Feather	49	—
Small Package	150	—
Snake Skin	53	Dropped or stolen from Wildsnake in Giza Plains; drop from rare monster 345, Grey Molter, in Mosphoran Highwaste; drop from rare monster 347, Midgardsormr, in Golmore Jungle
Snowfly	982	—
Solid Horn	1288	—
Solid Stone	358	—
Soul of Thamasa	1856	Drop from Oversoul in the Necrohol of Nabudis; steal from rare monster 336, Ishteen, in Barheim Passage; reward for rank VI hunt "Dead City Watch"
Soul Powder	2241	Drop from Etém in the Henne Mines east section; steal from rare monster 338, Vorres, in the Necrohol of Nabudis
Spiral Incisor	998	—
Split Armor	1968	—
Stardust	1505	Poach from Wyrdhare in Salikawood; Drop from Wyrdhare with Hunter's Monograph
Storm Crystal	160	—
Storm Magicite	80	—
Storm Stone	35	—
Sturdy Bone	428	—
Succulent Fruit	363	—
Sylphi Halcyon	1500	Steal from Sylphi Entite in Ozmone Plain during cloudy weather
Tanned Giantskin	672	—
Tanned Hide	77	—
Tanned Tyrant Hide	802	—
Tattered Garment	1470	—
Taurus Gem	150	Drop from Vampyr in the Lhusu Mines; drop from Seeker in the Tomb of Raithwall; drop from Pyrolisk on the Phon Coast
Teleport Stone	100	—
Throat Wolf Blood	1360	—
Tomato Stalk	966	—
Turtle Shell	447	—
Tyrant Bone	1233	Drop from Wild Saurian in Dalmasca Estersand
Tyrant Hide	549	—
Undin Halcyon	1500	Steal from Undin Entite in Cerobi Steppe during rainy or cloudy weather
Unpurified Ether	1783	—
Valeblossom Dew	100	—
Vampyr Fang	1684	Drop from Abysteel in the Henne Mines
Virgo Gem	150	—
Wargod's Band	2214	Drop from Leynir in the Nabreus Deadlands; steal from rare monster 351, Victanir, in the Nam-Yensa Sandsea
Water Crystal	160	—
Water Magicite	80	—
Water Stone	35	—
White Incense	881	—
White Tuft	1	—
Wind Crystal	160	—
Wind Magicite	80	—
Wind Stone	35	—
Windslicer Pinion	1148	—
Wolf Pelt	41	—
Wrath of the Gods	2214	Steal from rare monster 312, Minibug, in Barheim Passage
Wyrm Bone	1647	Drop from Skulwyrm in Zertinan Caverns with Warmage's Monograph
Wyrm Carapace	739	—
Wyvern Fang	1274	—
Wyvern Wing	1873	Steal from rare monster 328, Aeros, in Ozmone Plains
Yellow Liquid	531	—
Yensa Fin	409	Drop from Urutan-Yensa
Yensa Scale	319	—
Zombie Powder	1975	—



Bestiary

Overview Enemies

Foes are numerous in the world of Ivalice. To keep tabs on them, all of them are contained within this Bestiary. A Bestiary is included with the Clan Primer in the game, but this one is a bit more thorough. The following section indicates how to read the information.



Wild Saurian 004

Dragon/Tyrant

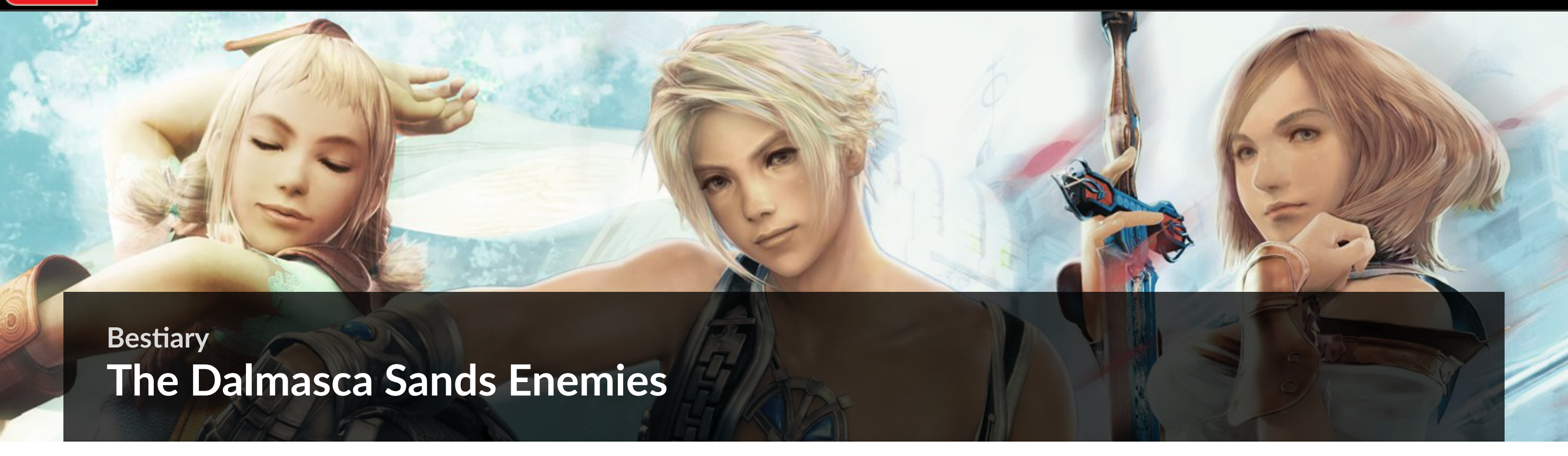
-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29-30	6001-6111	165-215	29-31	12-13	43-16	20-21
29-30	7226-7566	180-270	32-35	12-14	45-50	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
39-42	16-18	8-9	0	753-2766	2	413-517	0
44-47	18-20	19-21	0	366-3492	2	450-729	0

Drop: Tanned Hide, Earth Crystal, Chronos Tear, Bone Helm, Bone Mail
Steal: Tanned Hide, Hi-Potion, Leo Gem
Poach: Tanned Hide, Tyrant Bone

1. **Enemy Name:** The foe's moniker.
2. **Classification/Genus:** Classification indicates the animal family to which the monster belongs, while Genus determines the type. Enemies must be of the same Genus to create battle chains. Some monsters (particularly Elite Marks and Bosses) defy classification.
3. **Enemy Number:** All foes in are assigned a number. This matches the number in the Bestiary within the game's Clan Primer.
4. **Elemental:** The elemental wheel affects different monsters in different ways. Enemies can be weak to a particular element, taking extra damage. Some foes may have no notable weakness or strength toward a particular element, thus taking normal damage. Enemies can have a half-resist versus a particular elemental, always negating half the damage. Elements can also have no effect, in practice a 100% resist, or total immunity. Finally, an enemy may absorb certain elements, with potential damage converted into healing. Certain monsters can shift their elemental properties, making their strengths and weaknesses impossible to pin down. **AB** = Causes negative effect by healing monster **NE** = Immune to effect **W** = Attacks inflict more damage ½ = Attacks inflict half damage
5. **Statistics:** This represents a breakdown of a foe's traits. Level represents the enemy's level range within a certain region. Note that depending on your progression within the storyline or your location within a region, this can vary and affect all other stats. Think of multiple entries in the statistics section as monster version [a], monster version [b], and so on. The same is true for the loot section.
6. **Loot:** Monsters sometimes drop loot when they are defeated. You can also steal from them before their demise, or poach them when their HP is critical. Monsters become more likely to drop loot during battle chains, and you can enhance the effect of steal by equipping the Thief's Cuffs accessory. Stealing from some monsters (in particular, Rare Game) can be very difficult, sometimes taking literally dozens of tries to get a successful steal. The rewards are often worth the effort, though!



Bestiary

The Dalmasca Sands Enemies

Cactite

001-A

Plant/Cactus

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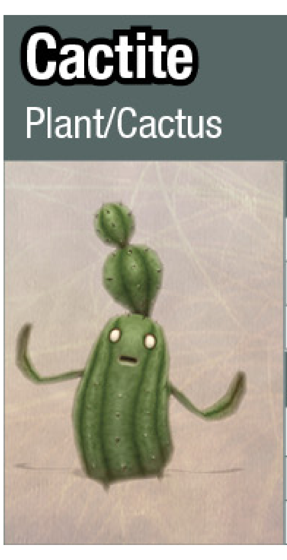
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4-8	100-136	385-394	9	9	24-27	14
26-27	1759-1771	999	28	21	43-44	20
4-6	224-248	112-118	13	7	15-17	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-15	5-8	11	0	31-40	1	33-60	0
41-42	17-18	25	7	2809-2812	1	180-189	0
13-15	5-7	7	0	31-37	1	30-48	0

Drop: Cactus Fruit, Earth Stone, [b] Earth Magicite, Potion, [b] Hi-Potion, Virgo Gem

Steal: Earth Stone, [b] Earth Magicite, Cactus Fruit, Broadsword, [b] Bundle of Needles

Poach: Cactus Fruit, Bundle of Needles

Cactoid

001-B

Plant/Cactus

🔥	⚡	❄	🪨	💧	🍃	○	●
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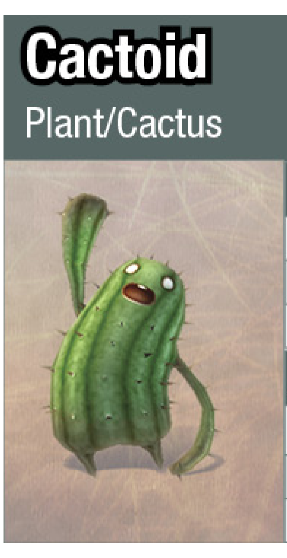

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
1-4	72-84	50-53	8	5	12-13	9
2-3	145-157	80-83	11	6	14-15	11
4-6	224-248	112-118	13	7	15-17	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
7-8	3-4	8	0	7-10	1	13-22	0
11-12	4-5	7	0	13-16	1	25-34	0
13-15	5-7	7	0	31-37	1	30-48	0

Drop: Cactus Fruit, Earth Stone, Potion, Virgo Gem

Steal: Earth Stone, Cactus Fruit, Broadsword

Poach: Cactus Fruit, Bundle of Needles

Ichthon

002

🔥	⚡	❄	🪨	💧	🍃	○	●
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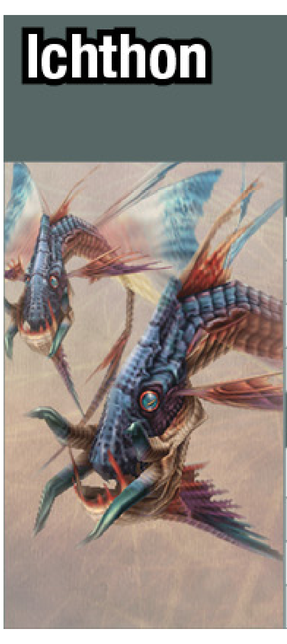

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
9-10	387-398	210-214	12-13	7	24-25	15-17
26-28	2765-2787	840-848	30-32	18	41-43	20-24
18-21	1293-1326	490-502	21-24	16	32-35	19-25
3-4	130-141	140-144	9-10	5	21-22	12-14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
13-14	5	7	3-4	184-188	1	50-59	0
41-43	18	22	5-7	1481-1489	1	198-216	0
25-28	13	13	4-7	777-789	1	116-143	0
11-12	4	6	0-1	17-21	1	33-42	0

Drop: Fish Scale, Water Stone, [b] Water Magicite, [a][d] Light Woven Shirt, [b] Diamond Shield, [c] Traveler's Vestment, Potion, [b] Hi-Potion

Steal: Fish Scale, Eye Drops, Phoenix Down

Poach: Fish Scale, Potion, [b] Hi-Potion

Wolf

003-A

🔥	⚡	❄	🪨	💧	🍃	○	●
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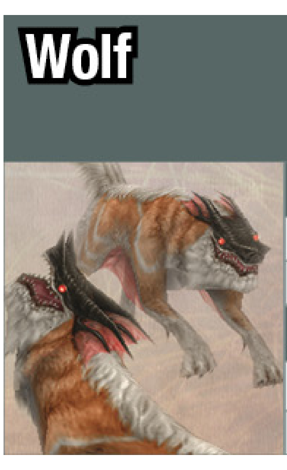

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
2-7	94-134	30-40	8-10	2	12	10
3-4, 8-9	135-155	60-65	11-12	5	15	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
8-10	4	7	0	9-13	1	15-47	0
11-12	5	7	0	16-18	1	26-42	0

Drop: Wolf Pelt, Wind Stone, Potion, Antidote

Steal: Wind Stone, Wolf Pelt, Pointy Hat

Poach: Wolf Pelt, Eye Drops

Alpha Wolf

003-B

Beast/Wolf

🔥	⚡	❄	🪨	💧	🍃	○	●
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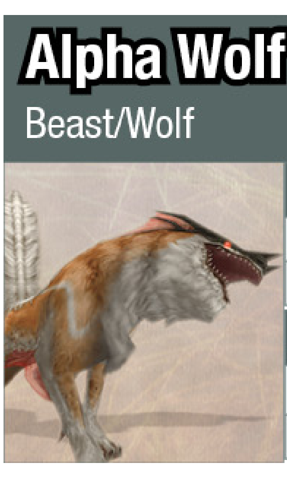

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
5-10	113-153	33-43	11-13	5	24	12
8-9, 12-14	535-575	66-76	16-18	13	31	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11-13	6	8	0	22-26	1	33-65	0
17-19	9	9	3	252-256	1	66-98	0

Drop: Wolf Pelt, Wind Stone, Potion, Antidote

Steal: Wind Stone, Wolf Pelt, [a] Pointy Hat, [b] Wizard's Hat

Poach: Wolf Pelt, Eye Drops

Wild Saurian

004

Dragon/Tyrant

🔥	⚡	❄	🪨	💧	🍃	○	●
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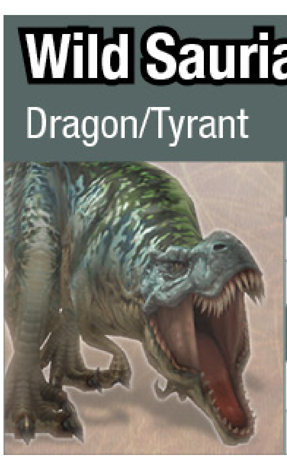

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29-30	6001-6111	165-215	29-31	12-13	43-16	20-21
29-30	7226-7566	180-270	32-35	12-14	45-50	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
39-42	16-18	8-9	0	2753-2766	2	413-517	0
44-47	18-20	19-21	0	3366-3492	2	450-729	0

Drop: Tanned Hide, Earth Crystal, Chronos Tear, Bone Helm, Bone Mail

Steal: Tanned Hide, Hi-Potion, Leo Gem

Poach: Tanned Hide, Tyrant Bone

Cockatrice

005

Avion/Cockatrice

🔥	⚡	❄	🪨	💧	🍃	○	●
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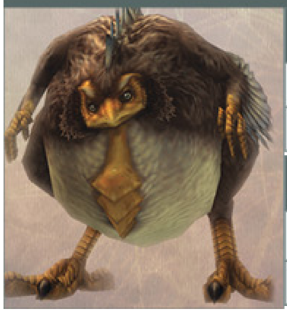

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
3-5, 7-8	136-152	40-44	10	3	10-11	10-11
9-11	585-617	300-308	14	14	21-23	15-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11-12	5	8	0-2	11-15	1	18-31	0
17-19	6	10	3-7	202-210	1	66-92	0

Drop: Small Feather, Fire Stone, Potion, Phoenix Down

Steal: Small Feather, Potion, Phoenix Down

Poach: Small Feather, Chromed Leathers

Gnoma Entite

006

Gnoma Entite/Elemental

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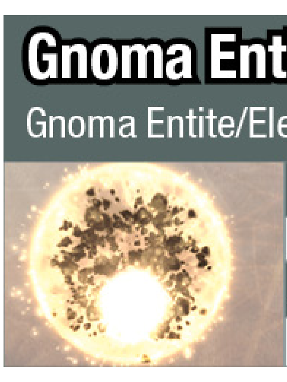
NE	NE	NE	AB	NE	W	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Earth Crystal, Feystone, Gnoma Halcyon, Ether

Steal: Earth Crystal, Feystone, Gnoma Halcyon

Dive Talon

007

🔥	⚡	❄	🪨	💧	🍃	○	●
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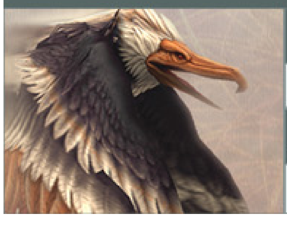


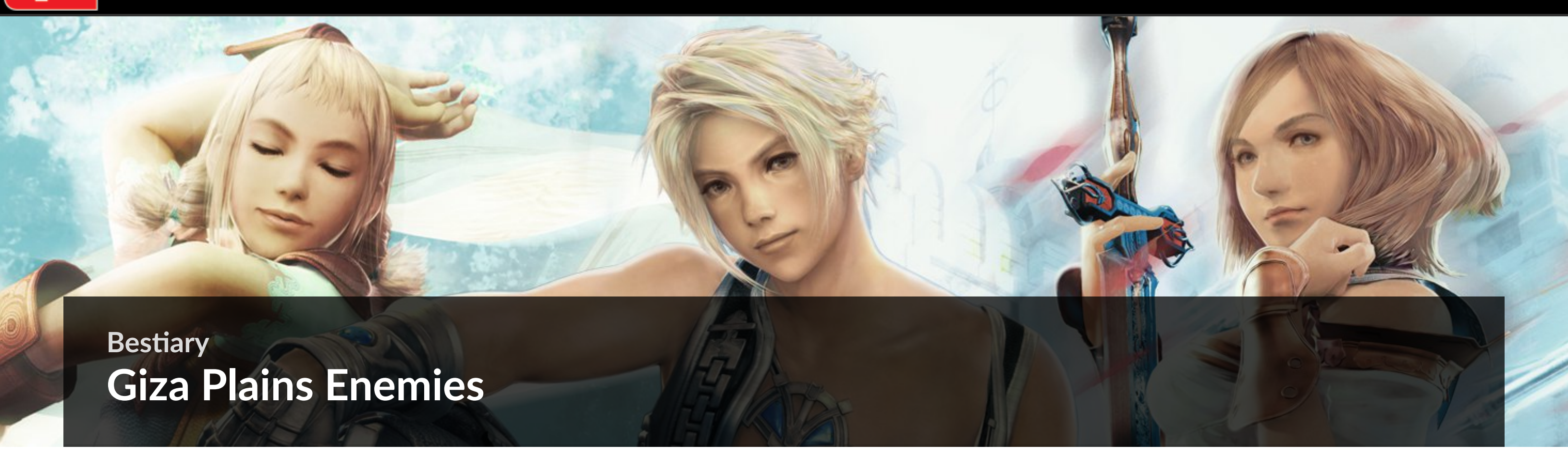
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-28	4022-4090	480-489	32-33	16	45-46	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
42-44	17-18	22	5-7	1952-2044	2	261-311	0

Drop: Wind Magicite, Handkerchief, Giant Feather, Burning Bow

Steal: Giant Feather, Large Feather, 120 gil, Taurus Gem

Poach: Giant Feather, Large Feather, Bundle of Feathers



Bestiary

Giza Plains Enemies

Hyena

008-A

Beast/Wolf

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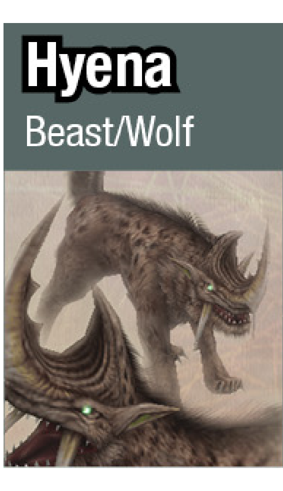

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
2-3	95-115	30-35	9-10	3	3-12	10
18-19	940-960	105-110	20-21	15	34	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
9-10	4	7	0	9-11	1	14-30	0
22-23	13	13	4	442-444	1	105-121	0

Drop: Fire Stone, Wolf Pelt, [a] Cotton Cap, [b] Green Beret, Potion, [b] Hi-Potion

Steal: Fire Stone, Wolf Pelt, Potion, [b] Festering Flesh

Poach: Pebble, [b] Wolf Pelt, [b] Festering Flesh

Alpha Hyena

008-B

Beast/Wolf

🔥	⚡	❄	🪨	💧	🍃	○	●
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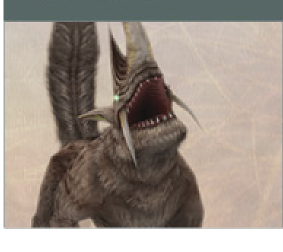

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
3-5	180-220	60-70	11-13	4	14	11

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-14	5	7	0	28-32	1	18-50	0

Drop: Fire Stone, Wolf Pelt, Cotton Cap, Potion

Steal: Fire Stone, Wolf Pelt, Potion

Poach: Pebble, Wolf Pelt

Wooly Gator

009

Beast/Gator

🔥	⚡	❄	🪨	💧	🍃	○	●
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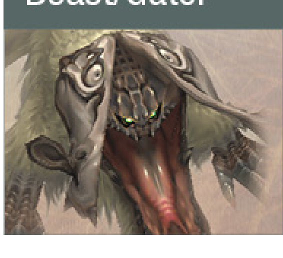


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
21-22	2233-2253	175-180	24-25	11	34	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
27-28	13	12	0	1131-1133	1	189-205	0

Drop: Braid Wool, Wind Stone, Prince's Kiss, Hi-Potion

Steal: Braid Wool, Nu Khai Sand, Sirius

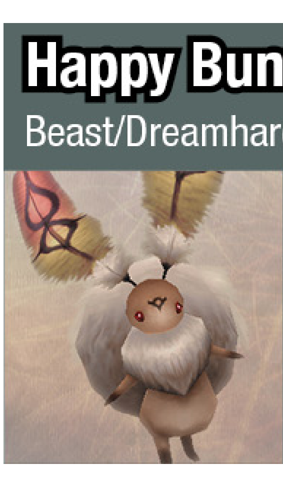
Poach: Braid Wool, Fine Wool

Happy Bunny

010-A

Beast/Dreamhare

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
1-2	85-105	60-65	8-9	6	10	10
1-2	70-90	60-65	8-9	6	10	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
8-9	4	8	0	7-9	1	13-29	0
8-9	4	8	0	7-9	1	23-39	0

Drop: Drab Wool, Water Stone, Potion, Phoenix Down

Steal: Water Stone, Drab Wool, Antidote

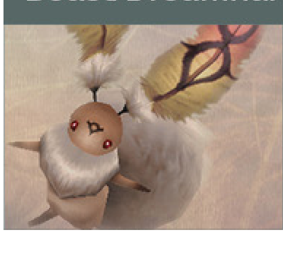
Poach: Drab Wool, Headgear

Ozmone Hare

010-B

Beast/Dreamhare

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
19-20	823-843	875-880	18-19	18	24	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-23	13	16	5	339-341	1	84-100	0

Drop: Braid Wool, Water Magicite, Teleport Stone, Aero Mote

Steal: Water Magicite, 150 gil, Golden Helm

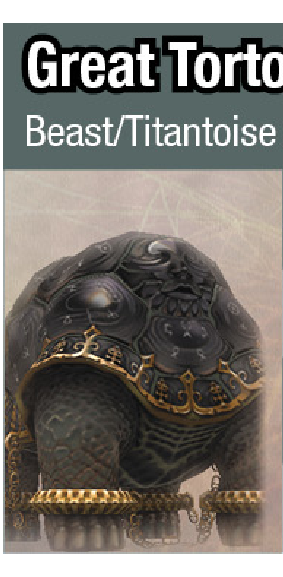
Poach: Braid Wool, Balance Mote

Great Tortoise

011

Beast/Titantoise

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	AB	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20-21	3818-3838	999	23-24	17	36	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-26	17	16	0	1201-1203	2	179-195	0

Drop: Turtle Shell, Water Stone, Phoenix Down, Water Magicite

Steal: Water Stone, Aries Gem, Soldier's Cap

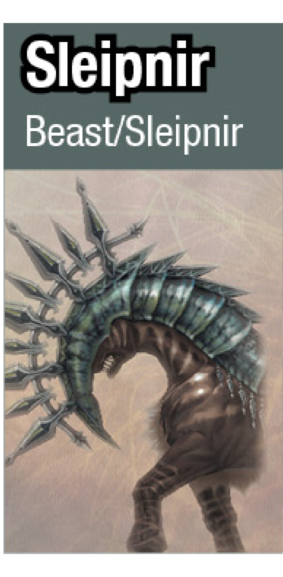
Poach: Turtle Shell, Nu Khai Sand

Sleipnir

012

Beast/Sleipnir

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4-6	280-320	12-130	13-15	6	15	10
9-11	724-764	120-130	16-18	10	26	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
14-16	6	8	0	30-34	1	28-60	0
18-20	9	9	0	275-279	1	72-104	0

Drop: Molting, Storm Stone, Broadsword, Potion

Steal: Molting, Storm Stone, 30 gil

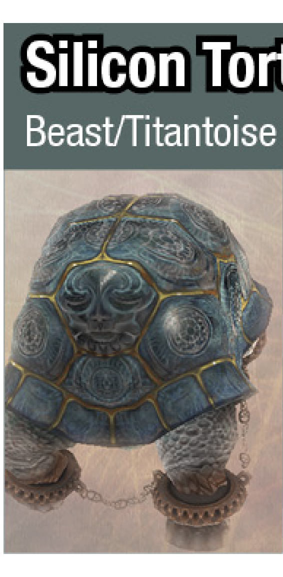
Poach: Storm Stone, Molting, Iron Carapace

Silicon Tortoise

013

Beast/Titantoise

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	AB	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	12852-13172	999	32-35	22	50-51	14-16
37-38	13923-14243	999	33-36	22	57-58	15-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
51-53	25-26	26-28	0	3165-3339	2	383-610	0
53-55	26-27	27-29	0	3436-3610	2	434-661	0

Drop: Aged Turtle Shell, Water Crystal, Teleport Stone, [a] Aries Gem, [b] Officer's Hat

Steal: 100 gil, [b] Aged Turtle Shell, Aries Gem, [a] Officer's Hat

Poach: Aged Turtle Shell, Ancient Turtle Shell

Wildsnake

014

Beast/Serpent

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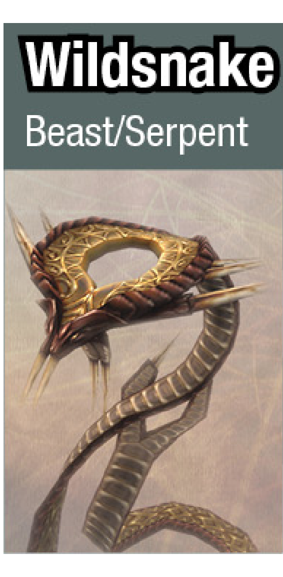

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
3-5	210-250	40-50	11-13	3	10	11

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-14	5	7	0	16-20	1	27-59	0

Drop: Snake Skin, Wind Stone, Teleport Stone

Steal: Snake Skin, Wind Stone, Leather Breastplate

Poach: Snake Skin, Tanned Hide

Werewolf

015

Giant/Behemoth

🔥	⚡	❄	🪨	💧	🍃	○	●
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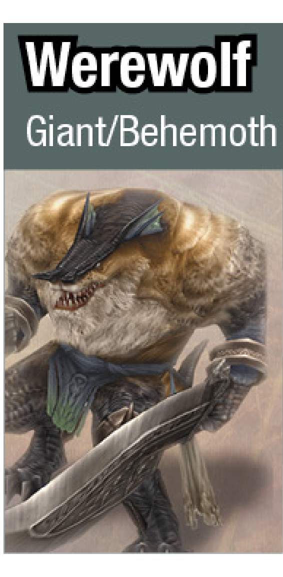

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
19-21	2526-2570	210-214	25-27	11	32-36	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
27-31	14	13	0	1201-1211	2	189-219	0

Drop: Quality Hide, Earth Stone, Potion, Slasher

Steal: Quality Hide, Teleport Stone, Gemini Gem

Poach: Quality Hide, Tanned Giantskin

Urstrix

016

Beast/Urstrix

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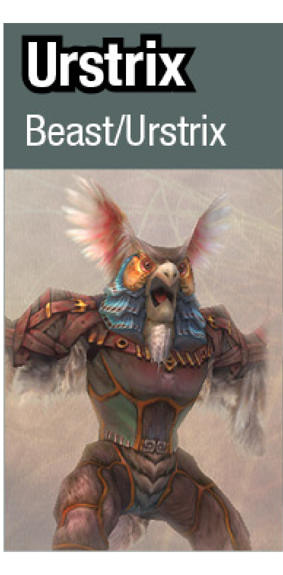


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
3-4	170-190	60-65	11-12	4	12	11
10-11	641-661	160-165	14-15	9	24	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11-12	4	9	0	24-26	1	24-41	0
18-19	8	7	2	263-265	1	69-85	0

Drop: Glass Jewel, [a] Dark Stone, [b] Dark Magicite, Teleport Stone, [a] Potion, [b] Sky Jewel

Steal: Glass Jewel, Echo Herbs, [a] Silken Shirt, [b] Dark Magicite

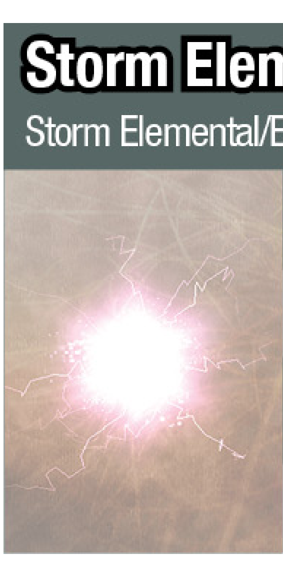
Poach: [a] Glass Jewel, [b] Dark Crystal, [a] Phoenix Down, [b] Sky Jewel

Storm Elemental

017

Storm Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	AB	W	NE	NE	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	34	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

Drop: Storm Magicite, Storm Stone, Feystone, Storm Crystal

Steal: Storm Magicite, Feystone, Storm Crystal

Slaven

018

Giant/Slaven

🔥	⚡	❄	🪨	💧	🍃	○	●
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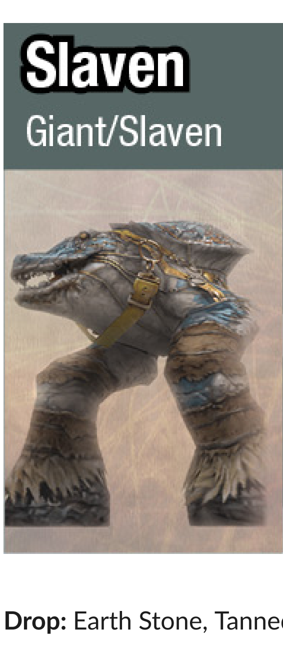


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4-5	280-302	80-82	13-14	5	14-16	9
10-11	780-802	80-82	15-16	7	29-31	11

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
13-15	5	8	0	26-31	1	26-41	0
18-20	6	5	0	263-268	1	69-84	0

Drop: Earth Stone, Tanned Hide, [a] Shortbow, [b] Aevis Killer, Eye Drops

Steal: Earth Stone, Tanned Hide, 50 gil

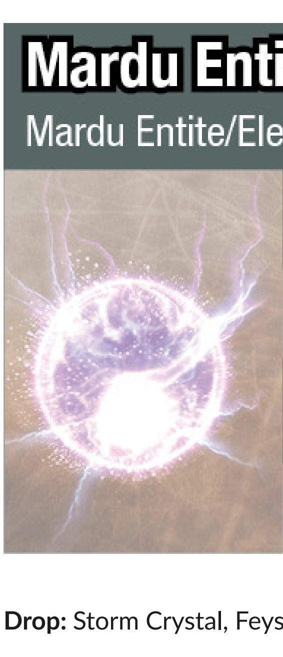
Poach: Tanned Hide

Mardu Entite

019

Mardu Entite/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	AB	W	NE	NE	NE	NE	NE

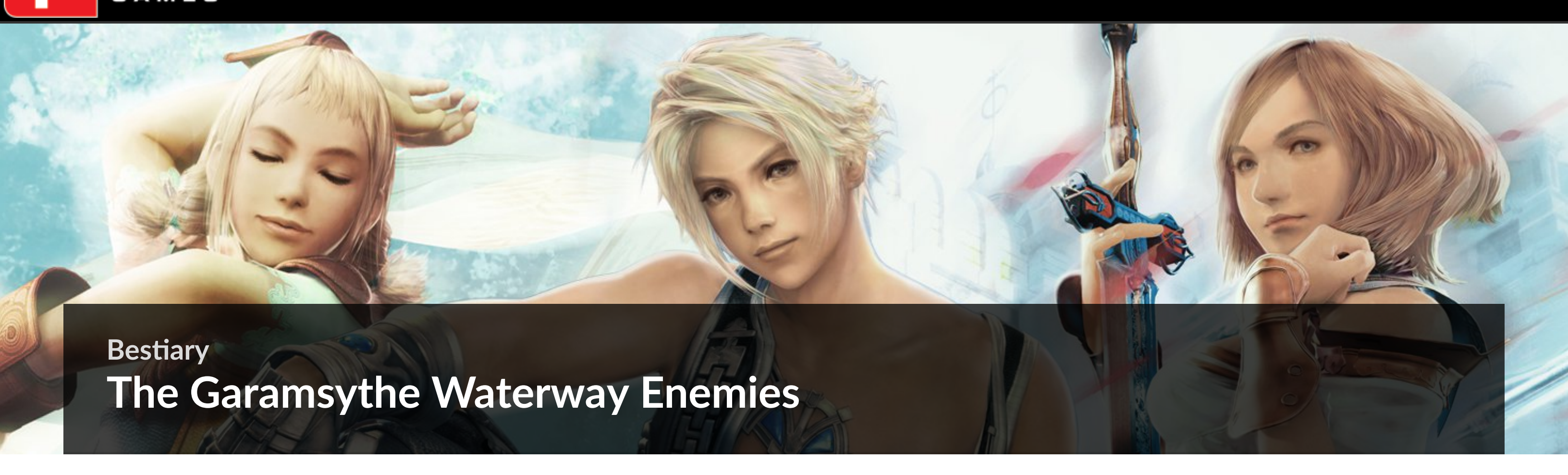


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Storm Crystal, Feystone, Mardu Halcyon, Ether

Steal: Storm Crystal, Feystone, Mardu Halcyon



Bestiary

The Garamsythe Waterway Enemies

Dire Rat

020-A

Beast/Rat

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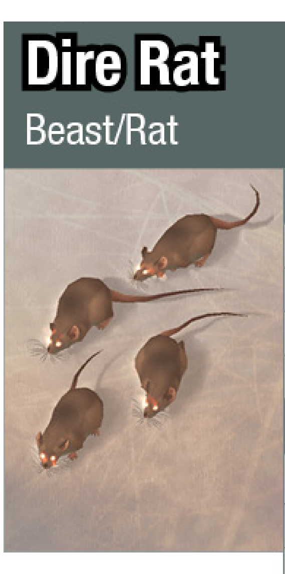


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
1	62-66	10	7-8	3	10	9-12
2-4	77-97	20-25	7-8	1	12	13
2-4	92-112	22-27	9-10	2	14	15
4-5	212-232	26-31	10-11	1	14	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
7	3	7	0	3	2	0	0
9-10	3	5	0	12-14	1	27-43	0
10-11	6	7	0	16-18	1	30-46	0
12-13	7	7	0	54-56	1	37-53	0

Drop: Rat Pelt, Fire Stone, Antidote, Leather Shield

Steal: Rat Pelt, Fire Stone, 1 gil, Potion, Libra Gem

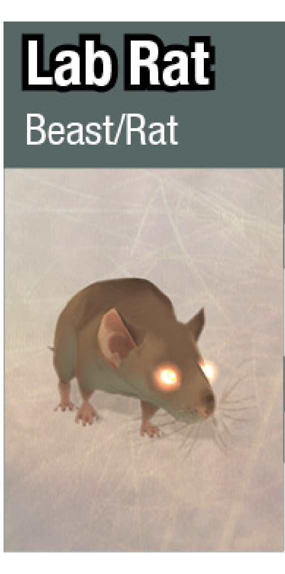
Poach: Rat Pelt, Rat Tail

Lab Rat

020-B

Beast/Rat

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	3627-3647	180-185	29-30	15	38	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-53	22	23	8	1023-1025	1	243-259	0

Drop: Rat Pelt, Fire Stone, Antidote, Rat Tail

Steal: Rat Pelt, 1 gil, Libra Gem

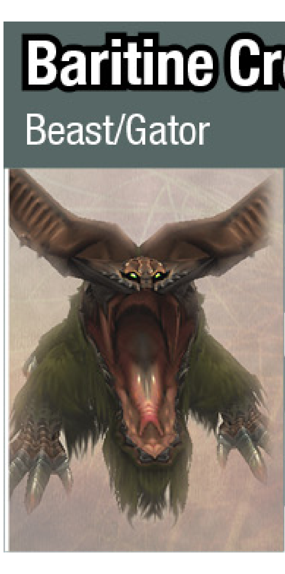
Poach: Rat Pelt, Rat Tail

Baritine Croc

021

Beast/Gator

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-42	10745-10965	475-505	34-38	17	55-57	18-20
26-28	4448-4668	250-280	29-33	12	40-42	16-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60-62	25	24	0	3366-3552	1	513-675	0
36-38	15	14	0	1562-1748	1	270-432	0

Drop: [a] Blood Wool, [b] Fine Wool, Wind Magicite, [a] X-Potion, [b] Hi-Potion, [a] Wind Crystal, [b] Glacial Staff

Steal: Wind Magicite, Remedy, Blue Fang

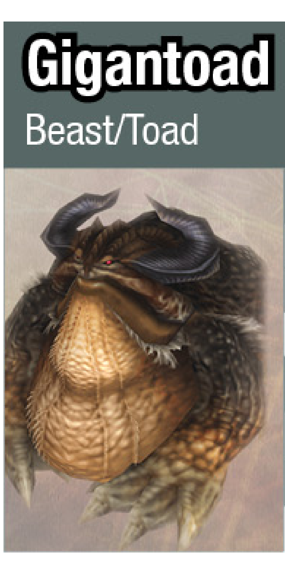
Poach: [a] Blood Wool, [b] Fine Wool, Broken Sword

Gigantoad

022

Beast/Toad

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
19-20	1469-1489	455-460	22-23	16	32	15
5-6	341-361	156-161	12-13	6	21	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-26	15	15	2	848-850	1	126-142	0
14-15	6	8	0	131-133	1	46-62	0

Drop: Water Stone, Horn, Potion, Eye Drops

Steal: Horn, 50 gil, [a] Lambent Hat, [b] Leather Helm

Poach: Horn

Malboro Overking

023

Plant/Malboro

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	6503-6743	999	30-32	21-24	50-55	20-21
36-38	4775-5255	999	30-34	20-26	43-53	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
58-61	24-27	28-30	0	2903-3087	1	314-509	0
52-58	20-26	26-30	0	2568-2936	1	248-638	0

Drop: Malboro Fruit, [a] Dark Crystal, [b] Dark Magicite, Vanishga Mote, Virgo Gem

Steal: Dark Magicite, [a] Malboro Flower, [b] Malboro Fruit, [a] Virgo Gem, [b] Adamant Hat

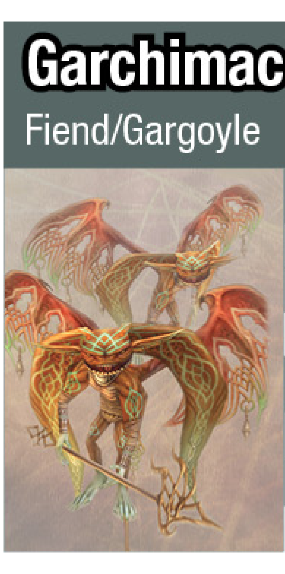
Poach: Malboro Fruit, Putrid Liquid

Garchimacera

024

Fiend/Gargoyle

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4-6	287-317	180-240	10-12	6-10	17	12
37-40	5938-5983	999	31-34	22-28	48	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12	6	8-12	0-2	125-137	1	44-102	0
57	27	27-33	7-10	2419-2437	1	328-415	0

Drop: Demon Eyeball, [a] Fire Stone, [b] Fire Magicite, [a] Bronze Armor, [b] Fire Crystal, [a] Phoenix Down, [b] Demon Feather

Steal: Demon Eyeball, 10 gil, [a] Dark Mote, [b] Demon Feather

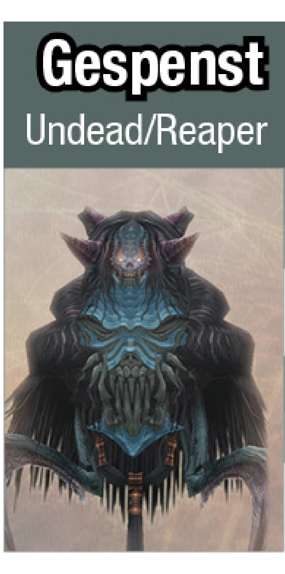
Poach: Demon Eyeball, Demon Tail

Gespenst

025

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-42	7917-8097	999	33-35	24-26	46	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
58-61	24-26	25-26	4	2734-2894	1	371-514	0

Drop: Dark Crystal, Book of Orgain, Teleport Stone, Capricorn Gem

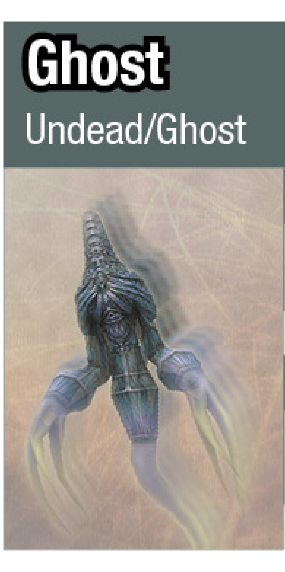
Steal: Dark Crystal, Reflectga Mote, Ninja Gear

Ghost

026

Undead/Ghost

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
5-7	328-340	240-280	11-13	6-8	14	10
38-40	6786-6798	999	32-34	22-24	44	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
14-16	3	8	0	136-142	1	48-80	0
58-60	24	27	1	2629-2635	1	356-388	0

Drop: Large Feather, Earth Stone, Potion, Headguard

Steal: Earth Stone, Large Feather, Echo Herbs

Poach: Large Feather

Water Elemental

027-A

Water Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	-	-	-	AB	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	38	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

Drop: Water Magicite, Water Stone, Feystone, Water Crystal

Steal: Water Magicite, Feystone, Water Crystal

Water Chaosjet

027-B

Water Chaosjet/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	-	-	-	AB	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	40790	999	25	20	49	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	32	34	0	1675	1	203	0

Drop: Water Magicite, Water Stone, Feystone, Water Crystal

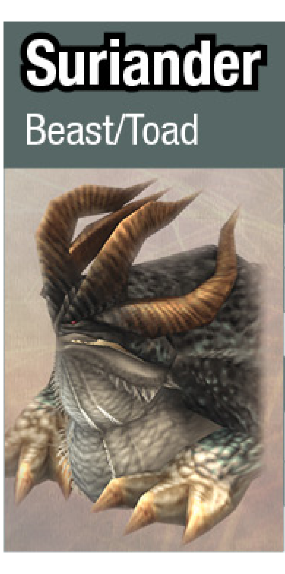
Steal: Water Magicite, Feystone, Water Crystal

Suriander

029

Beast/Toad

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
8-9	410-430	195-200	13-14	7	24	11
38-39	7069-7089	999	32-33	22	53	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
13-14	7	9	2	200-202	1	54-70	0
57-58	27	27	4	2525-2527	1	342-358	0

Drop: [a] Storm Stone, [b] Storm Magicite, [a] Horn, [b] Pointed Horn, Teleport Stone, [a] Horned Hat, [b] Indigo Pendant

Steal: [a] Storm Stone, [b] Storm Magicite, [a] Horn, Antidote, [b] Pointed Horn

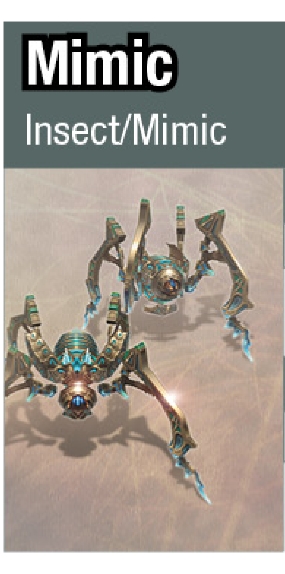
Poach: [a] Horn, [b] Pointed Horn, [b] Solid Horn

Mimic

030

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



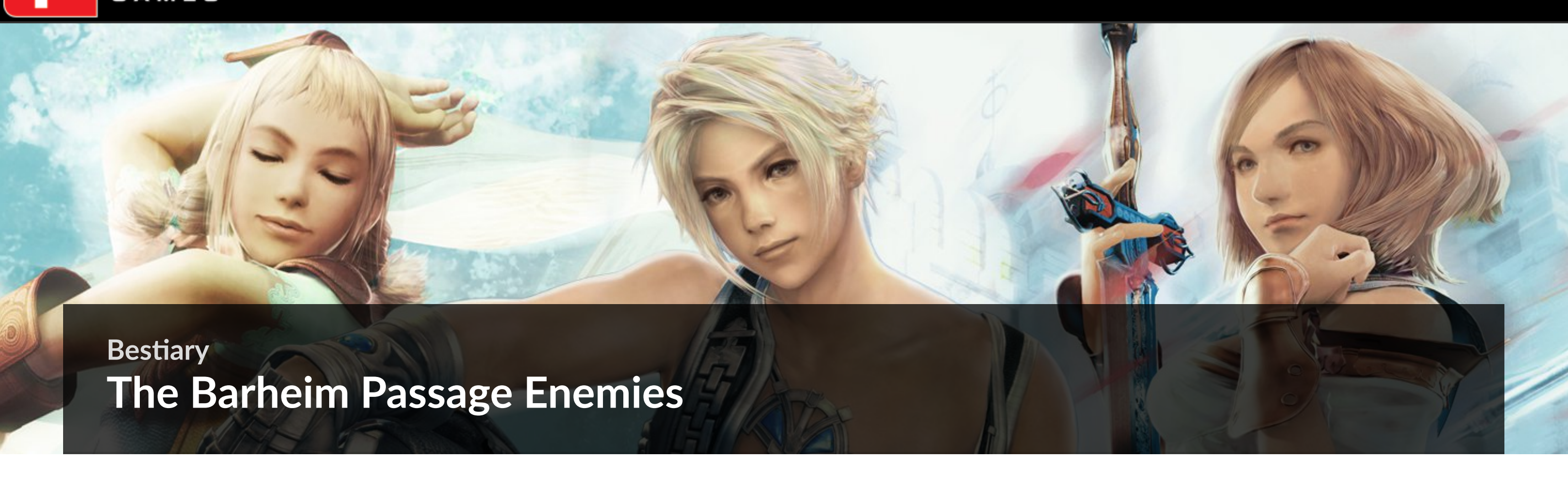
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	334-340	105-108	15-16	3	21	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
18-19	10-11	5	0	135-138	1	41-46	0

Drop: Earth Stone, Eye Drops, Iron Scraps, Dark Mote

Steal: Iron Scraps, 20 gil, Iron Sword

Poach: Iron Scraps



Bestiary

The Barheim Passage Enemies

Steeling

028

Avion/Steeling

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	W	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
2-3	94-110	50-54	8	2	17-18	13-14
4-5	218-234	60-64	9	3	17-18	15-16
6-7	282-298	75-79	11	4	21-22	16-17
7-8	446-462	100-104	13	10	23-24	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11-12	4	7	0-2	18-22	1	32-45	0
13-14	4	7	0-2	57-61	1	40-53	0
13-14	5	8	3-5	88-92	1	47-60	0
17-18	7	8	3-5	120-124	1	63-76	0

Drop: [a][b][d] Wind Stone, [c] Eye Drops, [a][b][d] Antidote, [c] Potion, Bat Fang, Phoenix Down

Steal: Bat Fang, [c] Wind Stone, Teleport Stone, [a][b] Potion, [c] Kotetsu, [d] Hand Axe

Poach: Bat Fang

Zombie (Male)

031-A

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	280-286	210-230	12-13	6-7	17	12
16-18	869-881	390-430	20-22	13-15	23	15
27-28	2254-2260	847-867	29-30	18-19	34	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
13-14	3	7	0	123-126	1	47-63	0
23-25	7	9	0	414-420	1	95-217	0
38-39	20	23	0	0-3	0	0-16	0

Drop: Dark Stone, Foul Flesh, [a][b] Antidote, [c] Dark Magicite, [a][b] Buckler, [c] Festering Flesh

Steal: Foul Flesh, [c] Dark Magicite, 2 gil, 50 gil

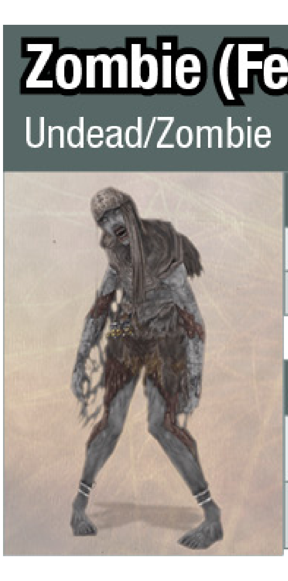
Poach: [a][b] Foul Flesh, [a][b] Festering Flesh

Zombie (Female)

031-B

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	277-283	210-230	12-13	6-7	17	12
16-18	784-796	420-460	19-21	13-15	23	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-13	7	0	123-126	1	47-63	0	
22-24	9	0	414-420	1	95-217	0	

Drop: Dark Stone, Foul Flesh, Antidote, Potion

Steal: Dark Stone, Prince's Kiss, Kilimweave Shirt

Poach: Foul Flesh, Festering Flesh

Tiny Mimic

032-A

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	211-217	45-48	10-11	2	23	15
7-8	211-217	45-48	10-11	2	23	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11-12	6-7	5	0	54-57	1	36-41	0
11-12	6-7	5	0	134-137	1	36-41	0

Drop: [a] Eye Drops, Iron Scraps, [b] Earth Stone, Leather Headgear, Potion

Steal: Earth Stone, 1 gil, Antidote

Poach: Iron Scraps

Tiny Bug

032-B

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
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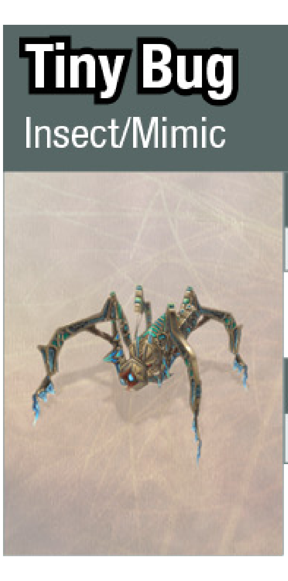


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	211-217	45-48	10-11	2	23	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11-12	6-7	5	0	54-57	1	36-41	0

Drop: Iron Scraps, Earth Stone, Leather Headgear, Potion

Steal: Earth Stone, 1 gil, Antidote

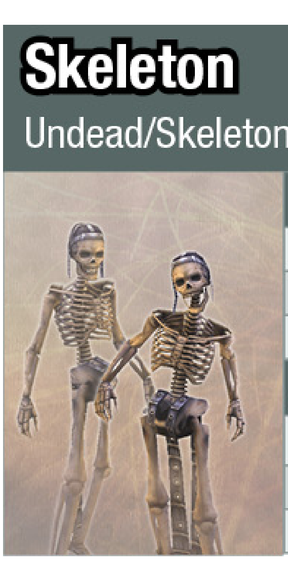
Poach: Iron Scraps

Skeleton

033

Undead/Skeleton

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	312-318	165-185	13-14	5-6	19	14
8-9	557-563	220-240	15-16	11-12	21	15
10-11	798-804	275-295	17-18	12-13	23	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-13	5	6	3	212-215	1	50-66	0
16-17	7	6	3	290-293	1	66-82	0
18-19	9	7	3	370-373	1	83-99	0

Drop: Bone Fragment, Dark Stone, Antidote, [a][c] Iron Helm, [b] Echo Herbs

Steal: Bone Fragment, 20 gil, [a][c] Dark Mote, [b] Bronze Chestplate

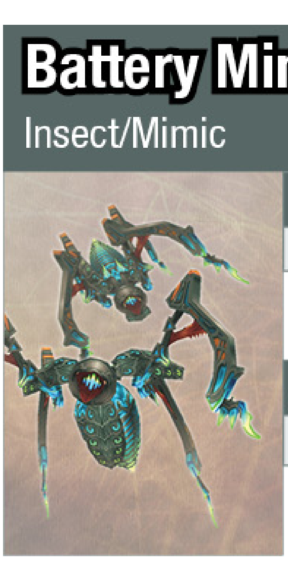
Poach: Bone Fragment, Potion

Battery Mimic

034

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7	520	130	13	8	19	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
14	8	7	0	165	2	41	0

Drop: Eye Drops, Iron Scraps, Storm Stone, Mage's Habit

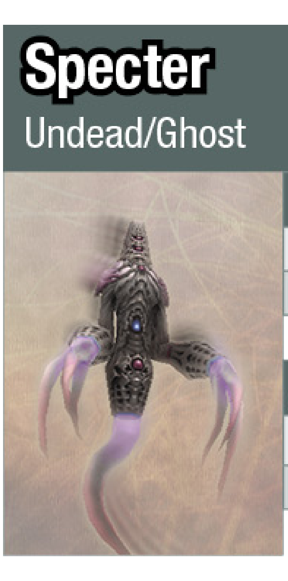
Steal: Iron Scraps, Storm Stone, Prince's Kiss

Specter

035

Undead/Ghost

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
8-9	402-408	300-320	13-14	7-8	17	11
36-39	6786-6804	999	32-35	22-25	44	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
14-15	4	9	1	209-212	1	56-72	0
58-61	24	27	1	2629-2638	1	356-404	0

Drop: [a] Glass Jewel, [b] Dark Stone, [a] Dark Stone, [b] Dark Magicite, [a] Oaken Pole, [b] Sky Jewel, Prince's Kiss

Steal: [a] Dark Stone, [b] Dark Magicite, Glass Jewel, [a] Dark Mote, [b] Sky Jewel

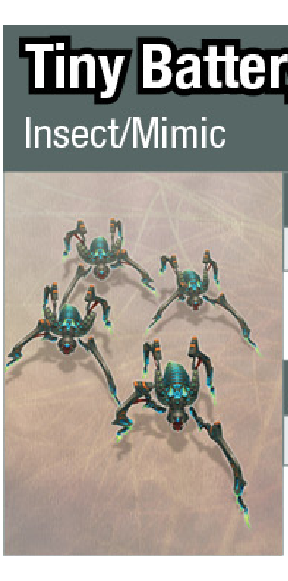
Poach: Glass Jewel, [b] Sky Jewel

Tiny Battery

036

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
6-7	120	75	11	7	24	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12	5	7	0	76	1	19	0

Steal: Pebble, Knot of Rust, Potion

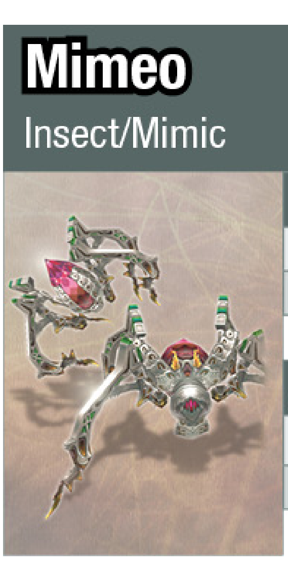
Poach: Pebble, Knot of Rust

Mimeo

037

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39-40	6446-6686	665-672	31-33	18	48-50	22
46-48	10061-10541	840-854	41-45	21	48-52	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56-58	27-30	23	0	1893-2050	1	257-417	0
90-94	33-39	29	0	3115-3429	1	324-644	0

Drop: Iron Ore, Dark Crystal, [a] Fransisca, [b] Zeus Mace, Cancer Gem

Steal: Iron Ore, 500 gil, Cancer Gem

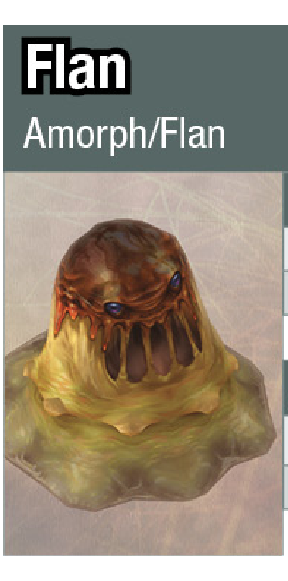
Poach: Iron Ore, Hastega Mote

Flan

038

Amorph/Flan

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
5	420	100	10	7	20	11
6-7	280-294	270-290	14-15	8	21-22	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
11	10	6	0	0	2	190	0
12-13	12-14	2-3	0	200-207	1	54-76	0

Drop: [b] Green Liquid, [b] Water Stone, [b] Topkapi Hat, [b] Aqua Mote

Steal: [a] Potion, [b] Green Liquid, [a] Caramel, [b] Water Stone, [a] Sagittarius Gem, [b] Gold Needle

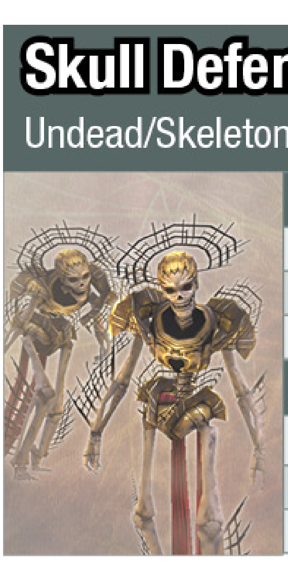
Poach: [b] Green Liquid, [b] Caramel

Skull Defender

039

Undead/Skeleton

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7-8	322-328	165-185	13-14	6-7	19	14
8-9	510-516	220-240	16-17	11-12	21	15
10-11	702-708	275-295	17-18	12-13	23	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-13	6	5	3	212-215	1	50-66	0
16-17	9	6	3	290-293	1	66-82	0
20-21	9	7	3	389-392	1	83-99	0

Drop: Bone Fragment, Dark Stone, [a] Potion, [b][c] Antidote, [a] Echo Herbs, [b][c] Iron Helm

Steal: Bone Fragment, [a] Aqua Mote, [b][c] 20 gil, [a] Bronze Chestplate, [b][c] Dark Mote

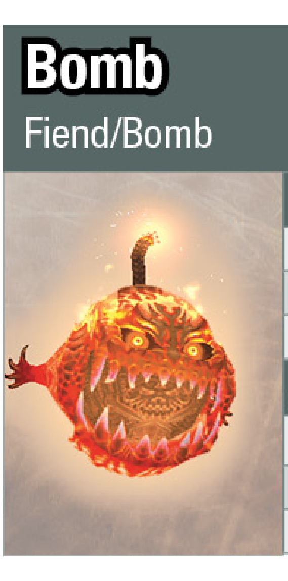
Poach: Bone Fragment, [b][c] Potion

Bomb

040

Fiend/Bomb

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
6-8	317-347	300-360	11-13	8-12	24	16
38-40	5090-5120	999	30-32	23-27	53	21
32-33	3233	910	28	20	51	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12	6	11-15	3-5	154-166	1	47-105	0
55	26	29-33	7-9	1943-1955	1	299-357	0
43	20	26	5	412	1	62	0

Drop: [a] Bomb Ashes, [a][b] Fire Stone, [b] Fire Magicite, [a] Echo Herbs , [a] Leather Gorget, [b] Bomb Shell

Steal: [a][c] Fire Stone, [a][b] Bomb Ashes, [b][c] Fire Magicite, [a] Gold Needle, [b] Bacchus's Wine, [c] Bomb Fragment

Poach: [a][b] Bomb Ashes, [c] Pebble, [a][b] Bomb Shell, [c] Potion

Dead Bones

041

Undead/Skeleton

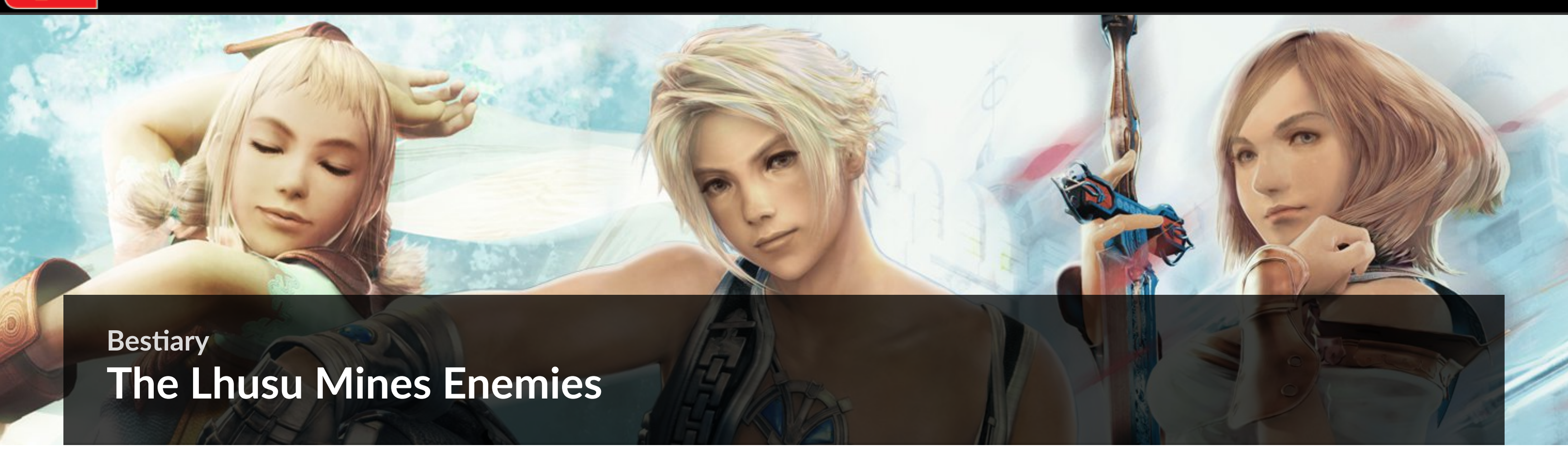
🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	6786-6966	999	32-34	20-22	46	22
38-39	3394-3574	732-772	29-31	17-19	55	22
44-45	10592-10772	999	37-39	23-25	50	23
49-50	11122-11302	999	38-40	21-23	45	23
55-57	13262-13622	999	46-50	37-41	53	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56-59	25-27	24-25	7	2661-2821	1	314-457	0
51-54	25-27	24-25	7	799-959	1	94-237	0
75-78	28-30	30-31	8	4636-4796	1	396-539	0
76-79	26-28	29-30	8	4233-4393	1	396-539	0
90-96	30-34	32-34	11	5503-5823	1	437-723	0

Drop: Dark Crystal, Eye Drops, [a][b][d][e] Blood-darkened Bone, [a][b][c] Ancient Bone, [d][e] Golden Skullcap

Steal: Dark Crystal , Blood-darkened Bone, [c] Sturdy Bone, [a][b] Gigas Hat, [c] Golden Skullcap, [d][e] Ancient Bone



Bestiary

The Lhusu Mines Enemies

Vampyr

042

Undead/Steeling

🔥	⚡	❄	🪨	💧	🍃	○	●
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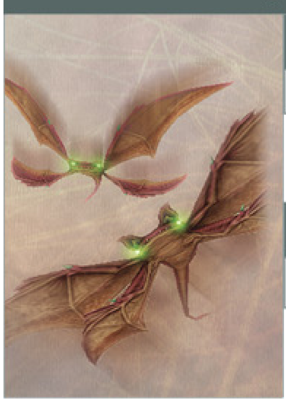


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-44	5675-5915	500-528	31-35	19	50-54	24-31

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
61-65	25-29	31-33	8-14	1286-1628	1	315-489	0

Drop: Spiral Incisor, Dark Crystal, Antidote, Zwill Crossblade

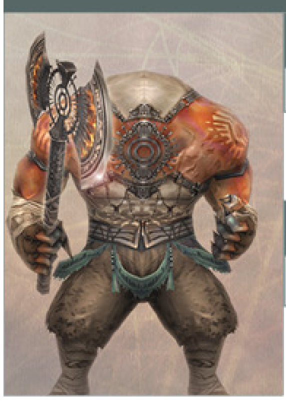
Steal: Dark Crystal, Spiral Incisor, Taurus Gem

Headless

043

Giant/Headless

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39-41	8867-9707	500-510	34-38	17-21	48-52	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-69	27-31	29	0	2939-3265	1	360-912	0

Drop: Earth Crystal, Festering Flesh, Forbidden Flesh, Phoenix Down

Steal: Foul Flesh, Earth Crystal, 500 gil

Poach: Festering Flesh, Forbidden Flesh

Killer Mantis

044

Insect/Mantis

🔥	⚡	❄	🪨	💧	🍃	○	●
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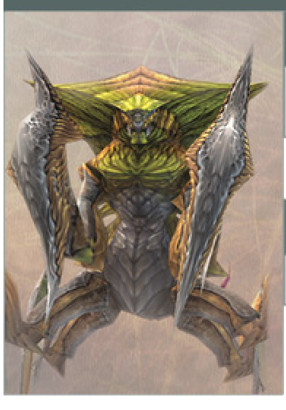


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	11703-11943	500-507	34-36	16	55-57	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
64-66	28-31	27	0	3063-3220	1	375-535	0

Drop: Insect Husk, Earth Crystal, Echo Herbs, Cancer Gem

Steal: Earth Crystal, X-Potion, Gigas Hat

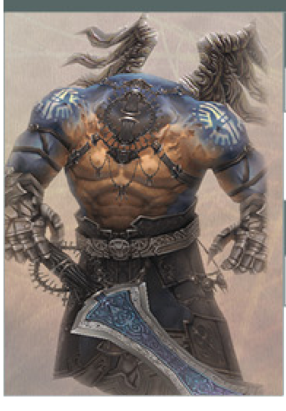
Poach: Insect Husk, Charger Barding

Dullahan

045

Giant/Headless

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39-41	9100-9940	500-510	35-39	17-21	46-50	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-69	24-28	27	0	2939-3265	1	360-912	0

Drop: Forbidden Flesh, Fire Magicite, Fire Crystal, Gemini Gem

Steal: Fire Magicite, Fire Crystal, 540 gil

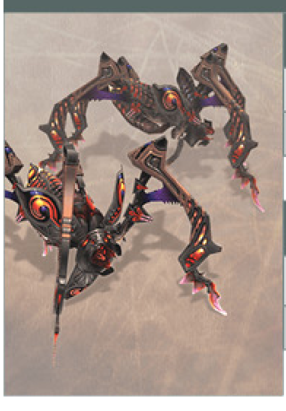
Poach: Festering Flesh, Forbidden Flesh

Bug

046

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-42	6739-6979	700-707	32-34	18	50-52	22
41-43	6739-7219	700-714	46-50	18	50-54	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60-62	27-30	28	0	1985-2142	1	270-430	0
75-79	32-38	28	0	1985-2299	1	270-590	0

Drop: [a] Iron Scraps, [b] Iron Ore, Earth Crystal, [a] Antidote, [b] Teleport Stone, [a] Iron Ore, [b] Perseus Bow

Steal: [a] Earth Magicite, Earth Crystal, [a] 1 gil, [b] Iron Ore, [b] Holy Mote

Poach: [a] Iron Scraps, Iron Ore

Dark Lord

047

Undead/Skeleton

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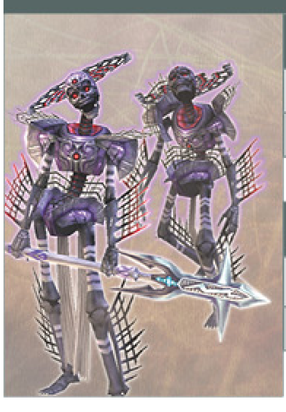


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
58-59	16375-16555	999	46-48	38-40	55	26
45-47	4256-4616	770-850	31-35	17-21	40	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
92-95	31-33	33-34	12	6500-6660	1	482-625	0
55-61	25-29	29-31	7	930-1250	1	99-385	0

Drop: Blood-darkened Bone, Dark Crystal, Teleport Stone, Capricorn Gem

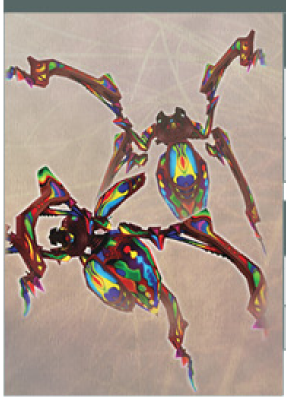
Steal: 200 gil, Hi-Potion, Dragon Mail

Pandora

048

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	○	●
-	AB	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
60-62	15557-16037	980-994	60-64	36	57-61	26
48-49	9366-9606	805-812	42-44	20	53-55	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
120-124	35-41	32	0	4161-4475	1	394-714	0
91-93	32-35	29	0	2648-2805	1	311-471	0

Drop: Storm Crystal, Hi-Potion, Iron Ore, [a] Cancer Gem, [b] Aegis Shield

Steal: [b] Storm Stone, Iron Ore, Cancer Gem, [a] Aegis Shield

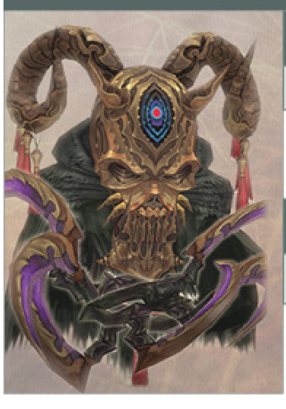
Poach: Iron Ore, Wrath of the Gods

Gazer

049

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

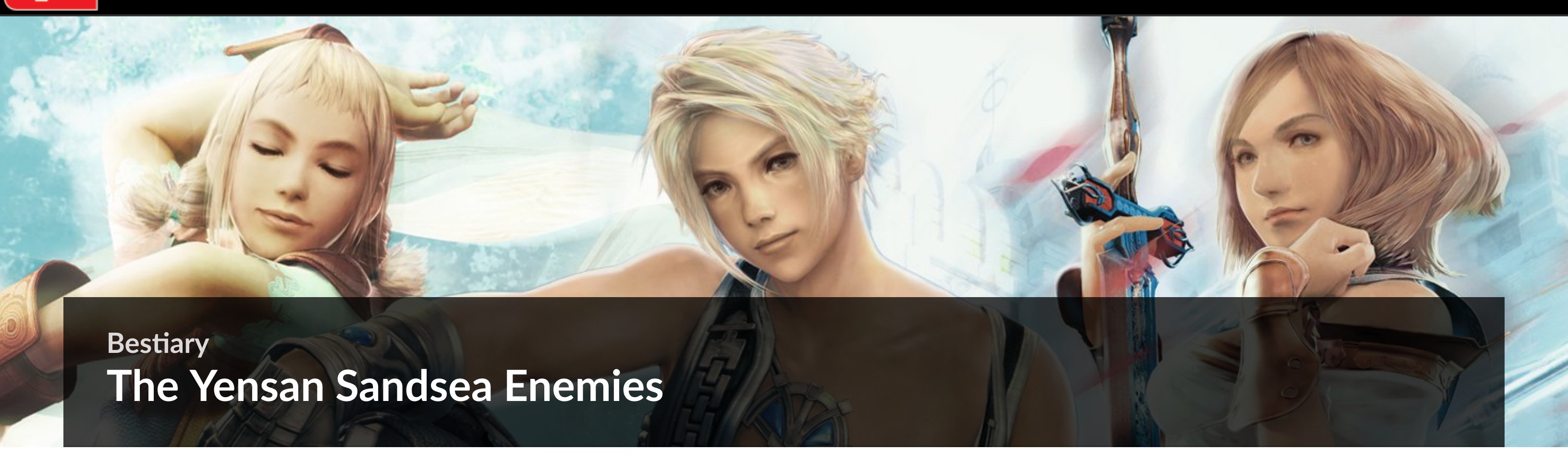


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44-45	9931-10111	999	34-36	24-26	48	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-26	24-26	30-31	4	3185-3345	1	390-533	0

Drop: Dark Crystal, Serum, Teleport Stone, Capricorn Gem

Steal: Dark Magicite, Dark Crystal, Book of Orgain-Mille



Bestiary

The Yensan Sandsea Enemies

Alraune

050

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
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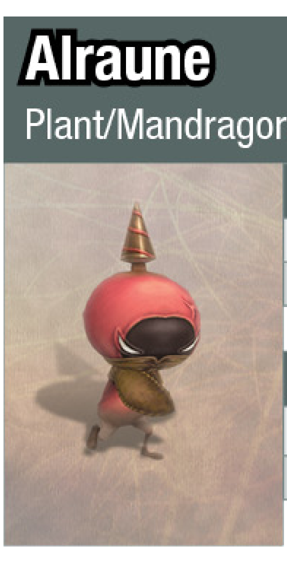


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
10-11	615-627	875-878	14	17	31-32	17
11-14	670-694	878-881	14	17	31-33	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-22	11	4	285-288	1	75-84	0	
21-23	11	4	256-262	1	75-93	0	

Drop: Succulent Fruit, Earth Stone, Potion, Prince's Kiss

Steal: Succulent Fruit, Handkerchief, Bowgun

Poach: Succulent Fruit

Danbania

051-A

Ichthian/Piranha

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
10-13	966-999	350-362	16-19	14	29-32	17-23
11-14	966-999	350-362	16-19	14	29-32	17-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-24	9	8	3-6	390-302	1	83-110	0
21-24	9	8	3-6	290-302	1	83-10	0

Drop: Fish Scale, Water Stone, Echo Herbs, Aqua Mote

Steal: Water Stone, Fish Scale, Bacchus's Wine

Poach: Fish Scale, Argyle Armlet

Bull Danbania

051-B

Ichthian/Piranha

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
12-15	1159-1192	385-397	18-21	15	31-34	19-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-25	11	10	3-6	327-339	1	91-118	0

Drop: Fish Scale, Water Stone, Echo Herbs, Aqua Mote

Steal: Water Stone, Fish Scale, Bacchus's Wine

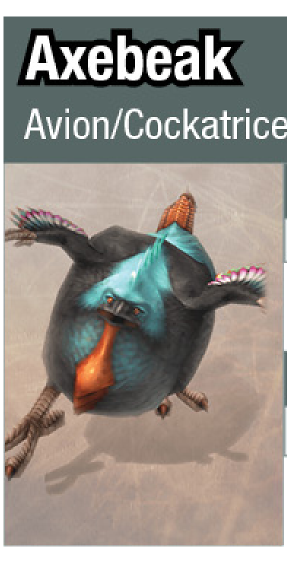
Poach: Fish Scale, Argyle Armlet

Axebeak

052

Avion/Cockatrice

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
13-15	922-954	375-383	16	15	23-25	16-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-23	8	11	3-7	375-383	1	83-109	0

Drop: Small Feather, Fire Stone, Vega, Warp Mote

Steal: Fire Stone, Prince's Kiss, Dark Mote

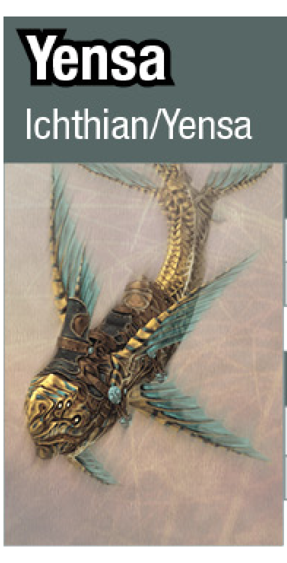
Poach: Small Feather, Rainbow Egg

Yensa

053-A

Ichthian/Yensa

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
13-15	1010-1032	100-108	17-19	9	32-34	13-17
15-17	1010-1032	100-108	17-19	9	32-34	13-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
20-22	12	8	2-4	448-456	1	79-97	0
20-22	12	8	2-4	448-456	1	79-97	0

Drop: Earth Stone, Gold Needle, Yensa Scale, Dark Mote

Steal: Yensa Scale, Pisces Gem, Barbut

Poach: Yensa Scale, Yensa Fin

Bull Yensa

053-B

Ichthian/Yensa

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-18	1212-1234	110-118	19-21	10	34-36	15-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-23	14	10	2-4	492-500	1	87-105	0

Drop: Earth Stone, Gold Needle, Yensa Scale, Dark Mote

Steal: Yensa Scale, Pisces Gem, Barbut

Poach: Yensa Scale, Yensa Fin

Wyvern

054-A

Dragon/Wyvern

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
14-16	1493-1713	400-500	17-21	15-17	32-38	15-17
16-18	1493-1713	400-500	17-21	15-17	32-38	15-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-28	7-11	7-9	0	683-709	2	120-328	0
22-28	7-11	7-9	0	683-709	2	120-328	0

Drop: Fire Stone, Crooked Fang, Linen Cuirass, Hi-Potion

Steal: Fire Stone, Teleport Stone, 300 gil

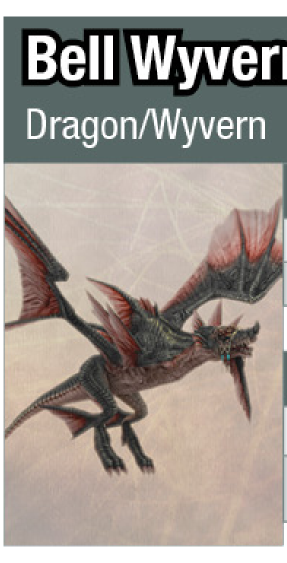
Poach: Crooked Fang, Bacchus's Wine

Bell Wyvern

054-B

Dragon/Wyvern

🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	7587-8267	999	33-37	22-25	51-58	21-24
39-42	9484-11524	999	32-44	22-31	57-78	21-30

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
55-59	21-24	23-25	0	3637-3840	2	432-952	0
55-67	21-30	23-29	0	3637-4246	2	432-1992	0

Drop: [a] Spiral Incisor, [b] Fire Stone, [a] Fire Crystal, [b] Crooked Fang, [a] Remedy, [b] Linen Cuirass, [a] Reflectga Mote, [b] Hi-Potion

Steal: [a] Spiral Incisor, [b] Fire Stone, [a] Leo Gem, [b] Teleport Stone, [a] Barrel Coat, [b] 300 gil

Poach: [a] Spiral Incisor, [b] Crooked Fang, [a] Leo Gem, [b] Bacchus's Wine

Salamand Entite

055

Salamand Entite/

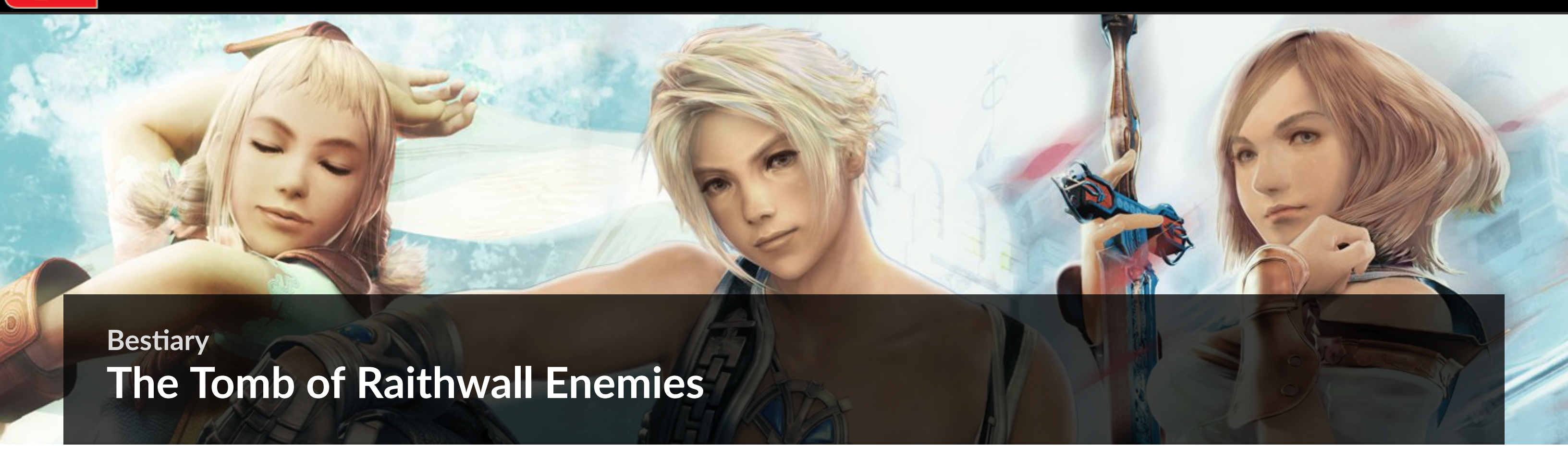
🔥	⚡	❄	🪨	💧	🍃	⚪	🌑
AB	NE	NE	NE	W	NE	NE	NE

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Fire Crystal, Feystone, Salamand Halcyon, Ether

Steal: Fire Crystal, Feystone, Salamand Halcyon



Bestiary

The Tomb of Raithwall Enemies

Seeker

056

Avion/Steeling

🔥	⚡	❄	🪨	💧	🍃	○	●
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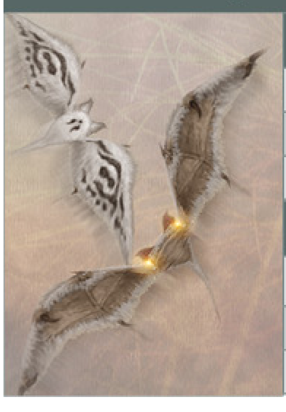


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
6-7	535-551	110-114	15	11	24-25	19-20
15-16	773-789	150-154	19	11	26-27	19-20
22-23	1094-1110	200-204	22	13	32-33	20-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
18-19	9	10	3-5	132-136	1	69-82	0
23-24	11	10	3-5	296-300	1	95-108	0
29-30	14	15	4-6	754-758	1	126-139	0

Drop: Wind Stone, Antidote, Crooked Fang, [a][b] Nu Khai Sand, [c] Blood Sword

Steal: Wind Stone, [a] Iron Sword, [c] Nu Khai Sand, Taurus Gem, [b] Blood Sword

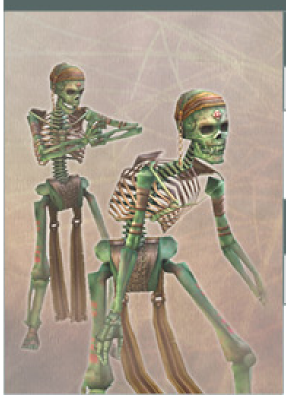
Poach: Nu Khai Sand, Bat Wing

Lost Soul

057

Undead/Skeleton

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
17-18	966-972	330-350	21-22	12-13	24	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-23	11	8	3	713-716	1	99-115	0

Drop: Bone Fragment, Dark Stone, Antidote, Teleport Stone

Steal: Dark Stone, 60 gil, Blazer Gloves

Poach: Bone Fragment

Lesser Chimera

058

Fiend/Cockatrice

🔥	⚡	❄	🪨	💧	🍃	○	●
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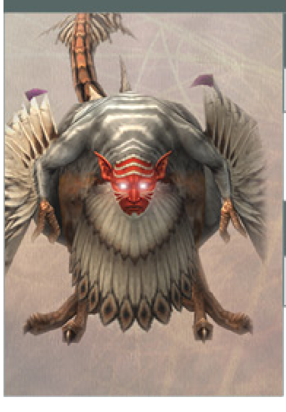


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
15-18	1014-1062	450-462	20	15	24-27	17-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
23-26	10	12	3-9	496-508	1	99-138	0

Drop: Fire Stone, Handkerchief, Small Feather, Hi-Potion

Steal: Fire Stone, Gold Needle, Taurus Gem

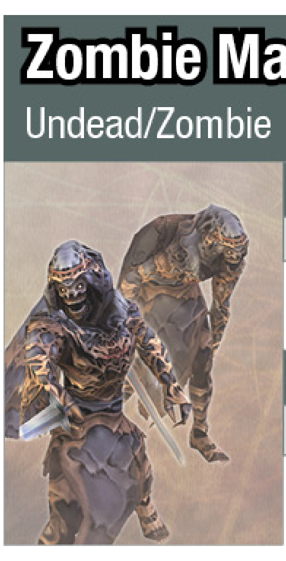
Poach: Small Feather, Main Gauche

Zombie Mage

059

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-18	960-972	650-690	18-20	16-18	23	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-23	5	12	0	414-420	1	95-127	0

Drop: Dark Stone, Foul Flesh, Teleport Stone, Balance Mote

Steal: Dark Stone, Foul Flesh, 100 gil

Poach: Foul Flesh, Aero Mote

Skull Warrior

060

Undead/Skeleton

🔥	⚡	❄	🪨	💧	🍃	○	●
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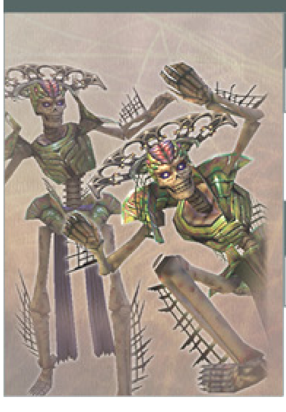


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
17-18	876-882	330-350	22-23	12-13	23	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
23-24	11	8	4	713-716	1	99-115	0

Drop: Bone Fragment, Dark Stone, Prince's Kiss, Golden Shield

Steal: Dark Stone, Bone Fragment, 200 gil

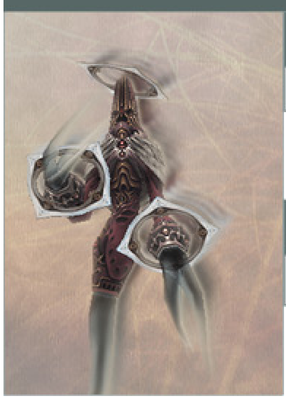
Poach: Bone Fragment, Broken Spear

Lich

061

Undead/Ghost

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
18-19	1158-1164	600-620	21-22	14-15	23	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-25	10	11	1	704-707	1	113-129	0

Drop: Dark Stone, Glass Jewel, Aero Mote, Phoenix Down

Steal: Dark Stone, Glass Jewel, Nu Khai Sand

Poach: Glass Jewel, Chainmail

Ragoh

062

Construct/Facer

🔥	⚡	❄	🪨	💧	🍃	○	●
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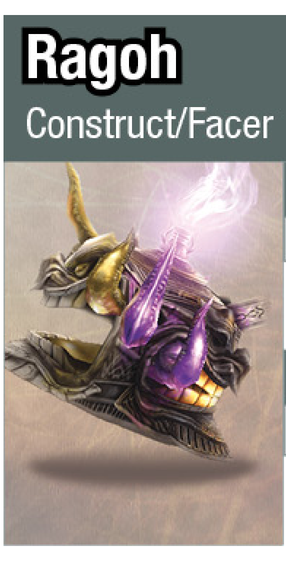


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-18	1400-1440	210-250	20-22	15	42	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-28	13-15	9	0	531-539	1	102-154	0

Drop: Solid Stone, Earth Stone, Eye Drops, Winged Helm

Steal: Earth Stone, 90 gil, Hi-Potion

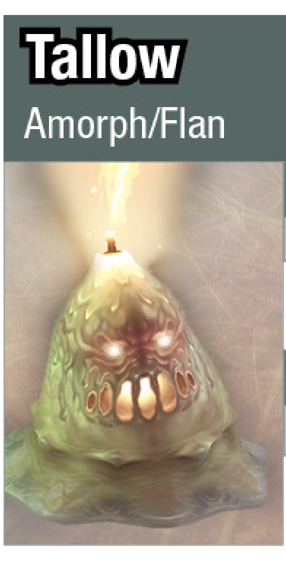
Poach: Solid Stone

Tallow

063

Amorph/Flan

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



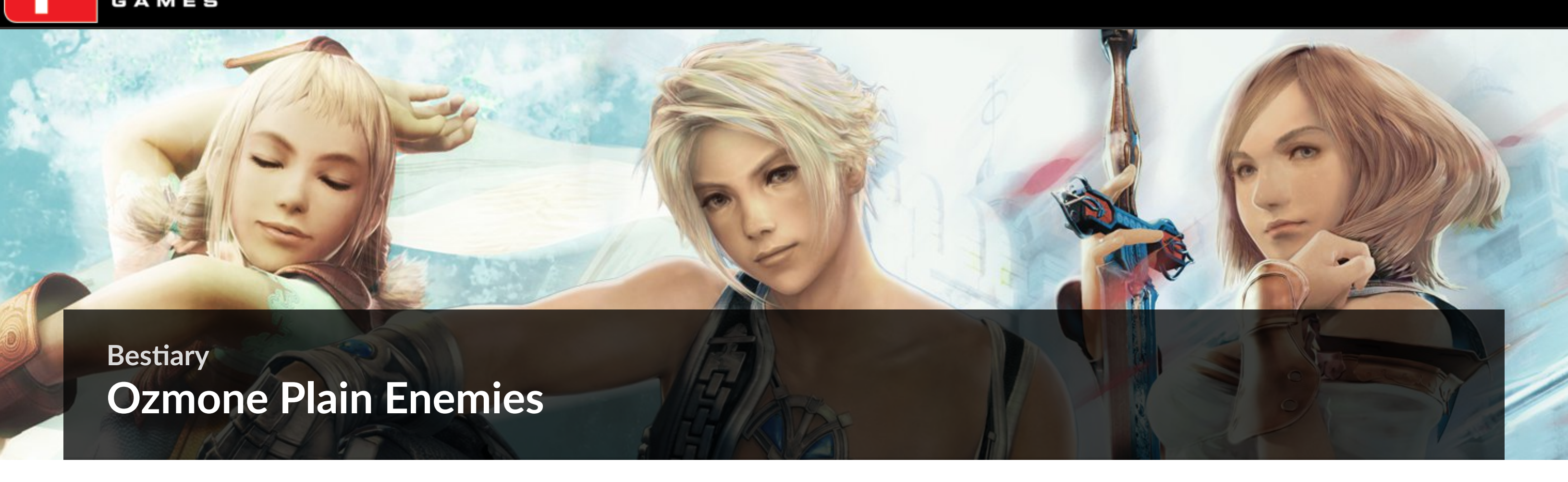
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-17	1303-1317	540-560	22-23	15	26-27	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-23	24-26	5-6	0	675-682	1	108-130	0

Drop: Green Liquid, Fire Stone, Echo Herbs, Broadaxe

Steal: Green Liquid, Fire Stone, Hi-Potion

Poach: Green Liquid, Yellow Liquid



Bestiary

Ozmone Plain Enemies

Mesmenir

064

Beast/Sleipnir

🔥	⚡	❄	⛰	💧	🍃	○	●
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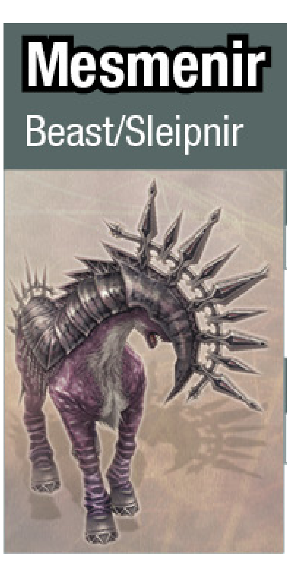


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20-22	1528-1568	210-220	23-25	13	32	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-27	15	15	0	848-852	1	126-158	0

Drop: Iron Carapace, Storm Magicite, Bronze Mace, Echo Herbs

Steal: Iron Carapace, Storm Magicite, Aries Gem

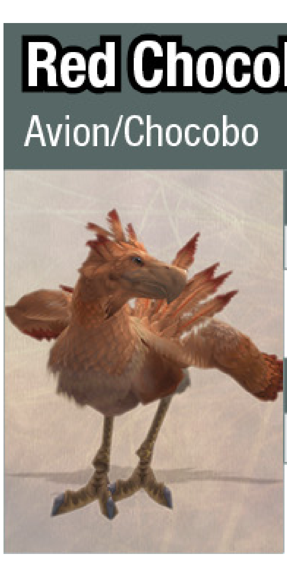
Poach: Iron Carapace, Destrier Mane

Red Chocobo

065-A

Avion/Chocobo

🔥	⚡	❄	⛰	💧	🍃	○	●
-	W	-	-	W	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
19-23	1116-1180	385-401	21	12	32-36	19-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-28	11	13	5-13	687-703	1	113-165	0

Drop: Fire Magicite, Chocobo Feather, Gysahl Greens, Taurus Gem

Steal: Fire Magicite, Taurus Gem, Feathered Cap

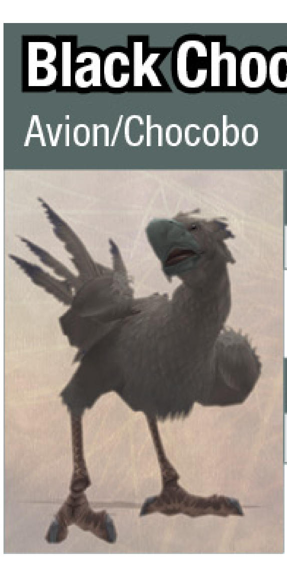
Poach: Chocobo Feather, Gysahl Greens

Black Chocobo

065-B

Avion/Chocobo

🔥	⚡	❄	⛰	💧	🍃	○	●
-	W	-	-	W	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
19-23	1116-1180	385-401	21	12	32-36	19-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-28	11	13	5-13	687-703	1	113-165	0

Drop: Dark Magicite, Chocobo Feather, Gysahl Greens

Steal: Dark Magicite, Chocobo Feather

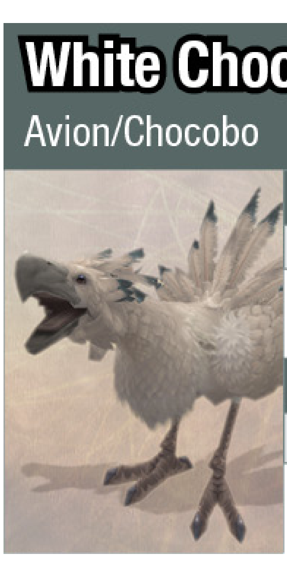
Poach: Chocobo Feather, Gysahl Greens

White Chocobo

065-C

Avion/Chocobo

🔥	⚡	❄	⛰	💧	🍃	○	●
-	W	-	-	W	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	3718-3786	770-779	30-31	16	45-46	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-49	18-19	23	6-8	1733-1825	1	227-277	0

Drop: Chocobo Feather, Ice Magicite, Gysahl Greens, Echo Herbs

Steal: Chocobo Feather, Taurus Gem, Adamant Vest

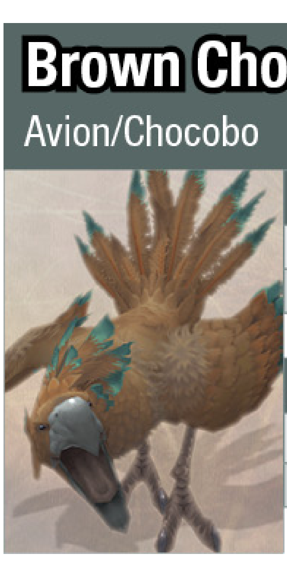
Poach: Chocobo Feather, Gysahl Greens

Brown Chocobo

065-D

Avion/Chocobo

🔥	⚡	❄	⛰	💧	🍃	○	●
-	W	-	-	W	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31-32	3141-3211	715-724	30-31	16	43-44	21-23
32-35	3718-3922	770-797	30-33	16	45-48	21-27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-49	17-18	22	6-8	1586-1678	1	211-261	0
47-53	18-21	23	6-12	1733-2009	1	227-377	0

Drop: [a] Fire Stone, Chocobo Feather, [b] Earth Magicite, Gysahl Greens, [a] Taurus Gem, [b] Antidote

Steal: [a] Fire Stone, [b] Chocobo Feather, [a] Taurus Gem, [a] Feathered Cap, [b] Fuzzy Miter

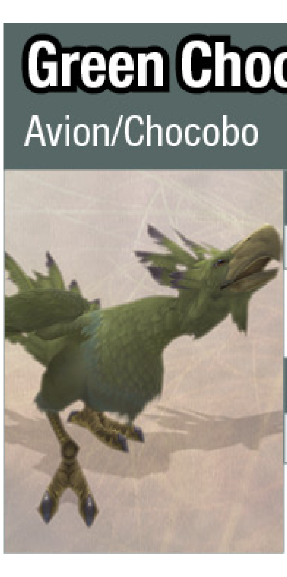
Poach: Chocobo Feather, Gysahl Greens

Green Chocobo

065-E

Avion/Chocobo

🔥	⚡	❄	⛰	💧	🍃	○	●
-	W	-	-	W	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
32-35	3718-3922	770-797	30-33	16	45-48	21-27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-53	18-21	23	6-12	1733-2009	1	227-377	0

Drop: Chocobo Feather, Wind Magicite, Gysahl Greens

Steal: Wind Magicite, Nu Khai Sand, Taurus Gem

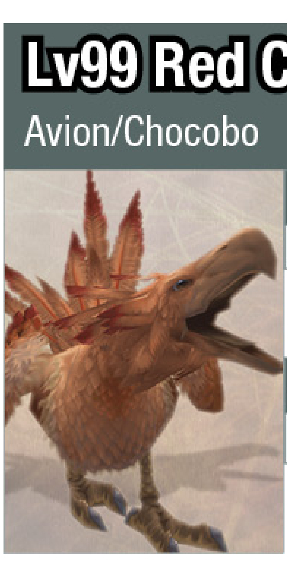
Poach: Chocobo Feather, Gysahl Greens

Lv99 Red Chocobo

065-F

Avion/Chocobo

🔥	⚡	❄	⛰	💧	🍃	○	●
-	W	-	-	W	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
99	239686	999	99	41	71	30

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
104	33	39	19	11949	50	3325	0

Drop: Ribbon

Steal: Elixir, Megalixir, Empyreal Soul

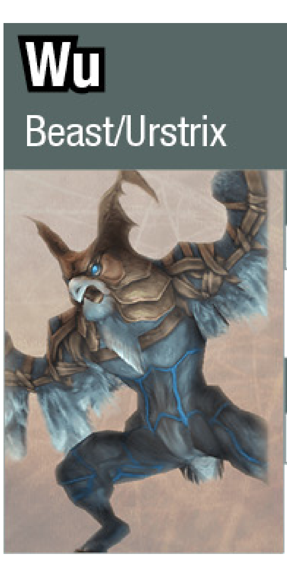
Poach: Pebble

Wu

066

Beast/Urstrix

🔥	⚡	❄	⛰	💧	🍃	○	●
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20-22	1689-1729	280-290	21-23	12	31	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-27	14	13	2	813-817	1	121-153	0

Drop: Large Feather, Earth Magicite, Eye Drops, Kogarasumaru

Steal: 40 gil, Large Feather, Aries Gem

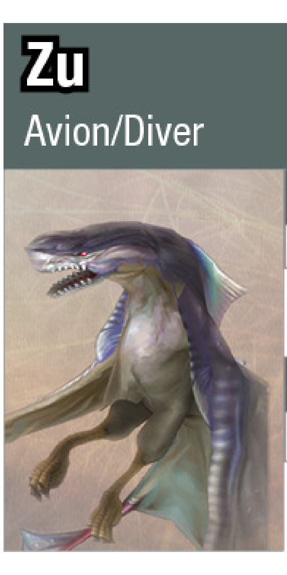
Poach: Large Feather, Mage's Hat

Zu

067

Avion/Diver

🔥	⚡	❄	⛰	💧	🍃	○	●
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
21-22	1880-1896	280-284	23	14	36-37	16-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-26	12	13	4-6	1025-1029	1	152-165	0

Drop: Large Feather, Wind Magicite, Wizard's Staff, Remedy

Steal: Wind Magicite, Large Feather, Aero Mote

Poach: Large Feather, Giant Feather

Viper

068

Beast/Serpent

🔥	⚡	❄	⛰	💧	🍃	○	●
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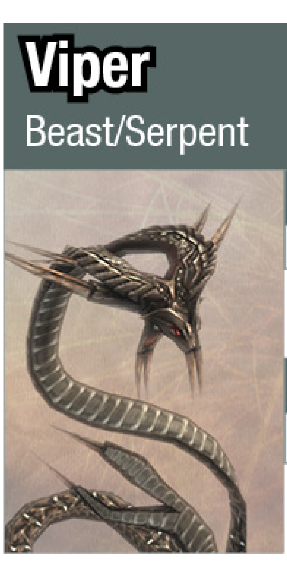

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20-21	1410-1430	140-145	22-23	12	32	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-25	14	13	4	919-921	1	137-153	0

Drop: Tanned Hide, Dark Magicite, Quality Hide, Serpent Rod

Steal: Dark Magicite, Prince's Kiss, Aries Gem

Poach: Tanned Hide, Hi-Potion

Zaghnal

069

Giant/Behemoth

🔥	⚡	❄	⛰	💧	🍃	○	●
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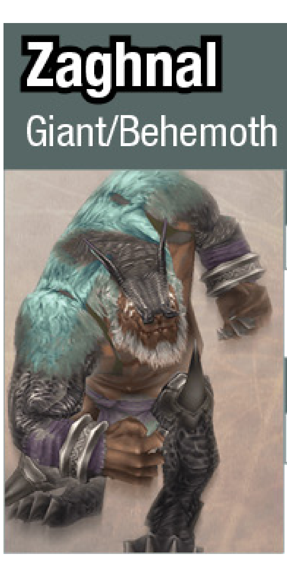

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	3157-3179	210-212	25-26	11	32-34	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
26-28	14	13	0	1201-1206	2	189-204	0

Drop: Earth Magicite, Quality Hide, Warp Mote, Hi-Potion

Steal: Earth Magicite, Gemini Gem, Heavy Coat

Poach: Quality Hide, Tanned Giantskin

Hybrid Gator

070

Beast/Gator

🔥	⚡	❄	⛰	💧	🍃	○	●
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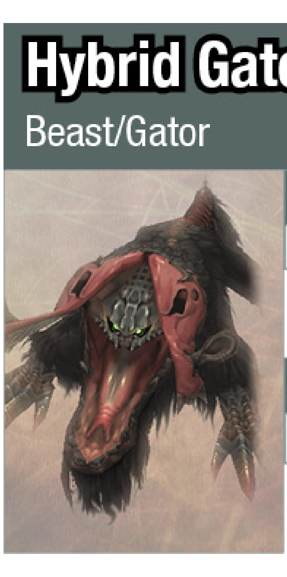


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
21-23	2233-2273	175-185	24-26	11	34	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
27-29	13	12	0	1131-1135	1	189-221	0

Drop: Fire Magicite, Gold Needle, Braid Wool, Fine Wool

Steal: Bacchus's Wine, Aries Gem, War Hammer

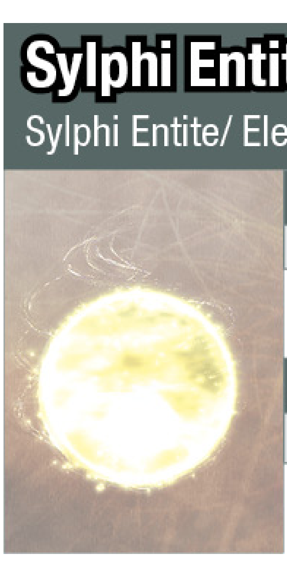
Poach: Braid Wool, Fine Wool

Sylphi Entite

071

Sylphi Entite/ Elemental

🔥	⚡	❄	⛰	💧	🍃	○	●
NE	NE	NE	W	NE	AB	NE	NE

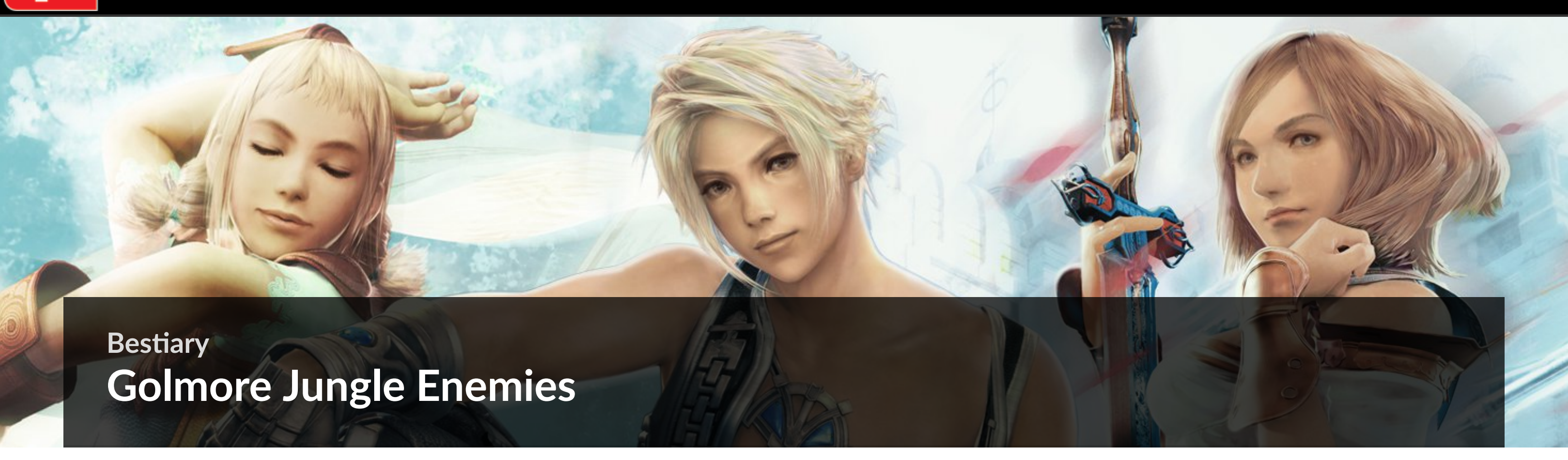


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Wind Crystal, Feystone, Sylphi Halcyon, Ether

Steal: Wind Crystal, Feystone, Sylphi Halcyon



Golmore Jungle Enemies

Panther

072

Beast/Coeurl

-	-	W	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
21-23	1299-1519	999	22-26	17	36-38	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
28-30	14	18	4	900-1086	1	132-294	0

Drop: Coeurl Pelt, Storm Magicite, Warp Mote, Quality Pelt

Steal: Coeurl Pelt, Storm Magicite, Libra Gem

Poach: Coeurl Pelt, Quality Pelt

Treant

073

Plant/Golem

-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	4274-4384	720-760	25-27	16-17	29	14-15
25-26	4764-4874	504-544	23-25	13-14	24	14-15
23-24	4764-4874	720-760	25-27	16-17	29	14-15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
31-34	18-20	16-17	0	1089-1242	1	168-265	0
28-31	18-20	16-17	0	327-480	1	50-147	0
31-34	18-20	16-17	0	1089-1242	2	168-265	0

Drop: Earth Magicite, Lumber, Phoenix Down, Balance Mote

Steal: Earth Magicite, Lumber, Aquarius Gem

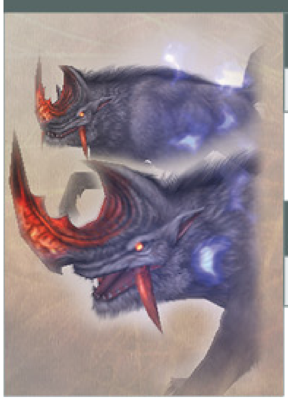
Poach: Lumber, Bhuj

Hellhound

074

Beast/Wolf

-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-39	3570-3790	270-300	31-35	20	50-52	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53-55	23	24	8	1591-1777	1	270-432	0

Drop: Tanned Hide, Fire Magicite, Dark Mote, Red Cap

Steal: Prince's Kiss, Tanned Hide, Remedy

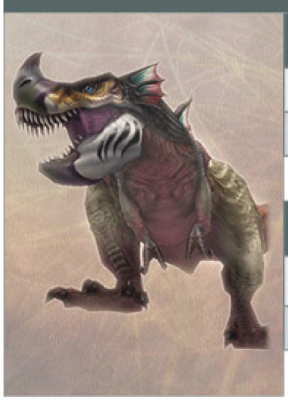
Poach: Tanned Hide, Libra Gem

Diresaur

075

Dragon/Tyrant

-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-28	5281-5621	165-255	29-32	12-14	43-48	20-22
27-28	6601-6941	165-255	29-32	12-14	43-48	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
41-44	16-18	12-14	0	2891-3017	2	413-692	0
41-44	16-18	12-14	0	2891-3017	2	413-692	0

Drop: Tyrant Hide, Earth Magicite, Hi-Potion, Float Mote

Steal: Tyrant Hide, Earth Magicite, Leo Gem

Poach: Tyrant Hide, Brigandine

Malboro

076

Plant/Malboro

-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	8157-8277	999	31-32	21-23	53-56	20
22-23	1573-1693	560-572	22-23	15-17	34-37	16
40-41	4902-5022	931-943	27-28	18-20	41-44	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-64	24-26	33-34	0	3380-3484	1	330-415	0
30-32	13-15	17-18	0	1073-1177	1	132-217	0
53-55	24-26	28-29	0	726-830	1	94-179	0

Drop: [a][c] Earth Crystal, [b] Earth Magicite, [a][c] Malboro Fruit, Nu Khai Sand, Remedy, [b] Malboro Vine

Steal: Earth Magicite, [a][c] Serum, [b] Malboro Vine, [a][c] Earth Crystal, [b] Elfin Bow

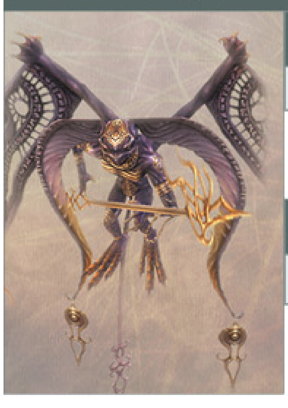
Poach: [a][c] Malboro Fruit, [b] Pebble, [a][c] Malboro Flower, [b] Malboro Vine

Gargoyle

077

Fiend/Gargoyle

-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	1436-1494	600-680	23-24	16-18	32	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
29-31	16-17	16-18	4-6	894-995	1	138-227	0

Drop: Demon Eyeball, Storm Magicite, Gilt Measure, Hi-Potion

Steal: Demon Eyeball, Storm Magicite, Warp Mote

Poach: Demon Eyeball

Great Malboro

078

Plant/Malboro

-	-	-	-	-	W	-	-

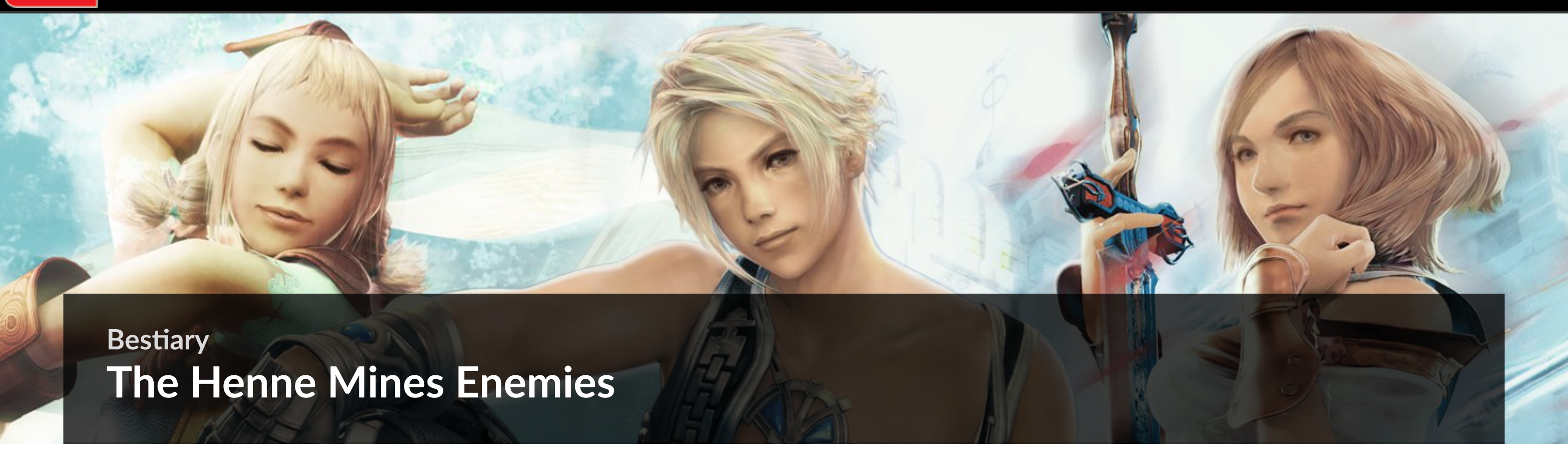
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
22-23	1630-1750	630-642	24-25	16-18	32	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
33-35	14-16	17-18	0	1141-1245	1	149-234	0

Drop: Malboro Vine, Earth Magicite, Bacchus's Wine, Iron Pole

Steal: Earth Magicite, Malboro Vine, Virgo Gem

Poach: Malboro Vine, Foul Liquid



Bestiary

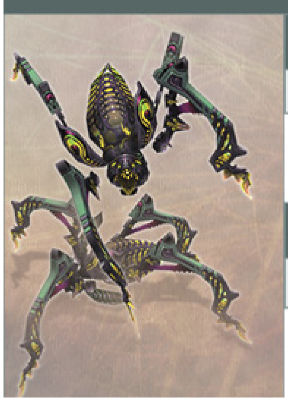
The Henne Mines Enemies

Thunderbug

079

Insect/Mimic

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-25	2083-2303	315-325	34-38	13	32-34	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35-39	30-34	12	0	744-922	1	122-270	0

Drop: Iron Scraps, Storm Magicite, Remedy, Soleil Fang

Steal: Storm Magicite, Iron Scraps, Cancer Gem

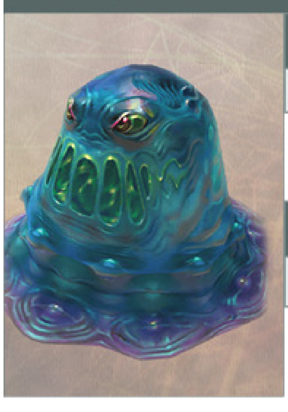
Poach: Iron Scraps, Charged Gizzard

Jelly

080

Amorph/Flan

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24-25	1913-2018	810-850	27-28	18-20	32-33	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
31-33	28-31	10-12	0	1104-1213	1	162-256	0

Drop: Water Magicite, Yellow Liquid, Teleport Stone, Float Mote

Steal: Water Magicite, Yellow Liquid, 500 gil

Poach: Yellow Liquid, Flametongue

Tyranorox

081

Dragon/Tyrant

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
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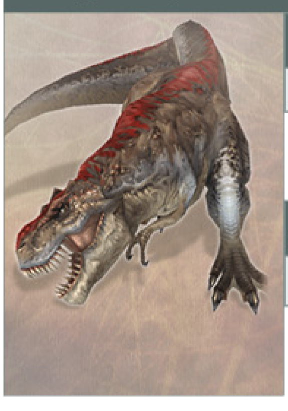


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
26-27	4073-4413	135-225	30-33	11-13	40-45	19-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35-38	15-17	11-13	0	1775-1901	2	338-617	0

Drop: Earth Magicite, Prince's Kiss, Tyrant Hide, Sledgehammer

Steal: Earth Magicite, 60 gil, Leo Gem

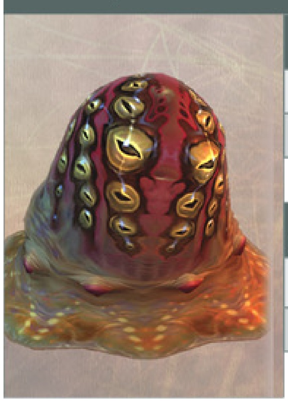
Poach: Tyrant Hide, Tanned Tyrant Hid

Hecteyes

082

Amorph/Flan

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
62-65	34633-35323	999	48-51	43-49	59-65	24
36-37	8285-8515	999	33-34	22-24	43-45	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
95-101	46-58	33-42	0	8089-8605	1	608-1193	0
53-55	36-40	20-23	0	2728-2900	1	324-519	0

Drop: Yellow Liquid, Silver Liquid, Slime Oil, Sagittarius Gem

Steal: Chronos Tear, 200 gil, X-Potion

Poach: Silver Liquid, Unpurified Ether

Gizamaluk

083

Dragon/Plate Wyrm

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
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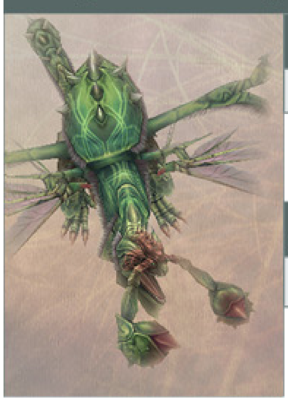

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
61-63	53874-55234	999	51-59	40-46	65-79	25-31

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
98-106	37-43	38-42	0	14158-14564	2	1065-2105	0

Drop: Charger Barding, Storm Crystal, Gold Needle, Leo Gem

Steal: Charger Barding, Bacchus's Wine, X-Potion

Poach: Charger Barding, Holy Lance

Etém

084

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
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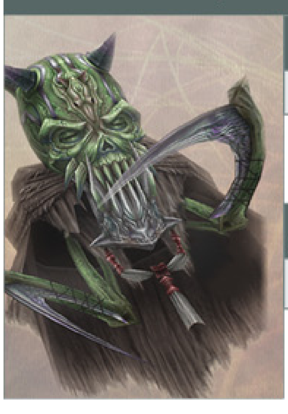

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
64-65	35916-36096	999	48-50	44-46	57	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
97-100	32-34	37-38	6	8763-8923	1	659-802	0

Drop: Dark Crystal, Book of Orgain-Mille, Ivory Pole, X-Potion

Steal: Book of Orgain-Mille, Capricorn Gem, Soul Powder

Nightmare

085

Fiend/Nightmare Fiend/Nightmare

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
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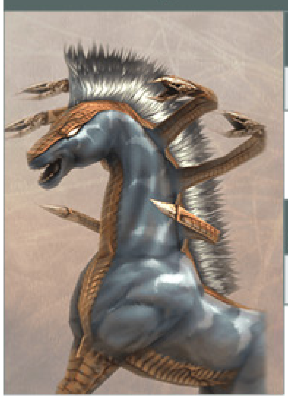

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24-25	1630-1688	900-980	26-27	17-19	31	16-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
31-33	15-16	17-19	2-4	1104-1205	1	162-251	0

Drop: Grimoire Togail, Dark Magicite, Nu Khai Sand, Remedy

Steal: Dark Magicite, Grimoire Togail, Hi-Potion

Poach: Grimoire Togail, Snowfly

Necrofiend

086

Undead/Ghost

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
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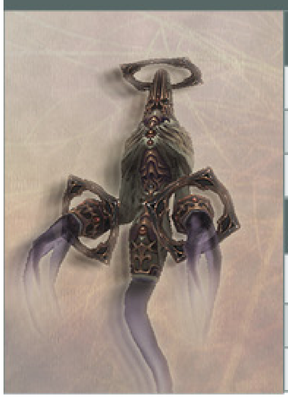
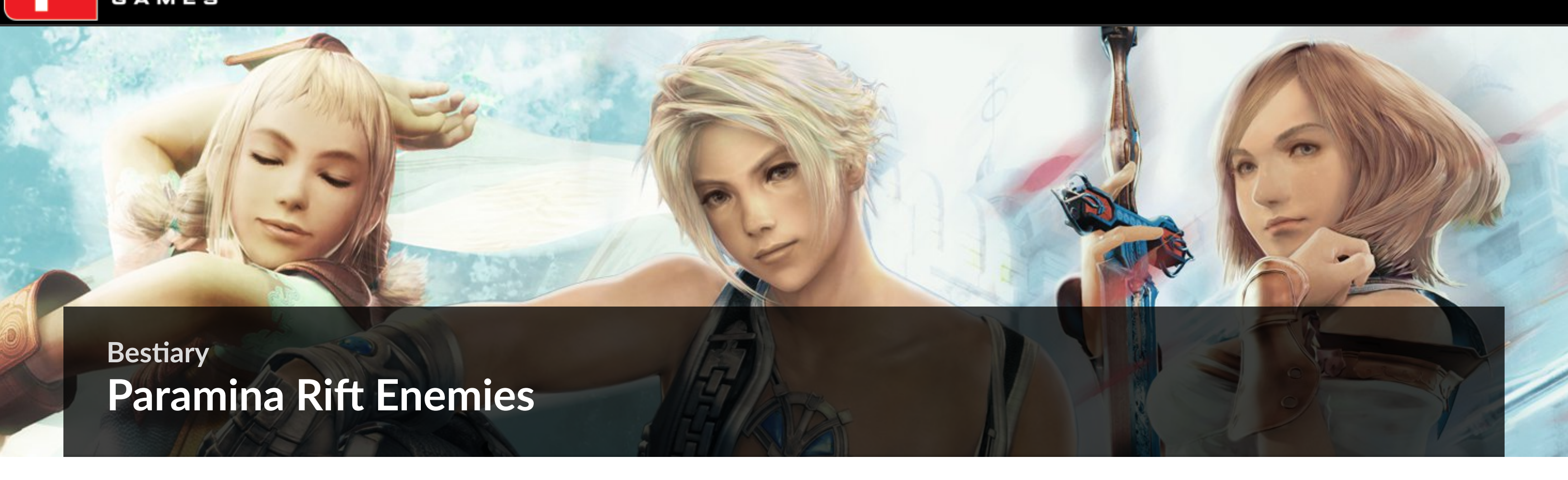


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
63-65	30785-31145	999	47-51	42-46	55	25
48-51	13709-13249	999	37-43	24-31	43	20
54-57	15914-16454	999	46-52	39-45	50	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
97-103	32-36	39-41	2	8426-8746	1	634-920	0
77-86	27-33	33-36	2	4809-5289	1	450-879	0
92-101	29-35	35-38	2	5438-5918	1	496-925	0

Drop: Sky Jewel, Dark Crystal, Capricorn Gem, Bubble Mote

Steal: Sky Jewel, Hi-Potion, Lifewick



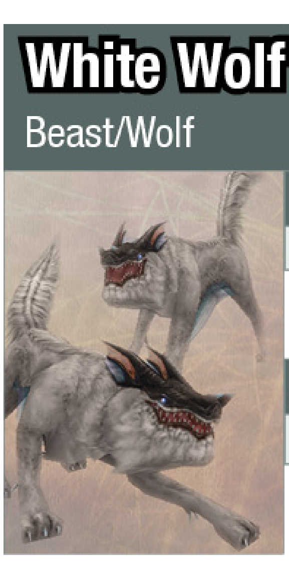
Bestiary

Paramina Rift Enemies

White Wolf

Beast/Wolf

087



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24-25	1498-1608	150-165	26-28	16	40-41	18-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
34-35	15	15	4	894-987	1	150-231	0

Drop: Ice Magicite, Phoenix Down, Tanned Hide, Quality Pelt

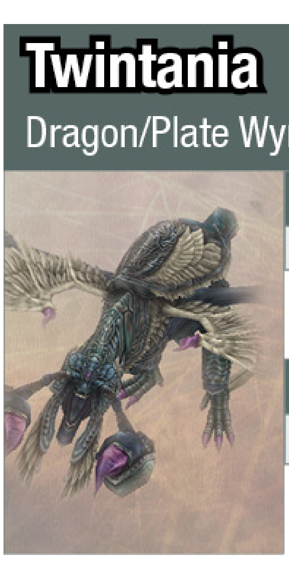
Steal: Ice Stone, Quality Pelt, Paramina Crossbow

Poach: Tanned Hide, Quality Pelt

Twintania

Dragon/Plate Wyrm

088



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-28	4917-5257	500-590	31-34	15-17	40-45	16-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
37-40	19-21	16-18	0	2051-2177	2	315-594	0

Drop: Ice Magicite, Antidote, Wyrm Carapace, Nu Khai Sand

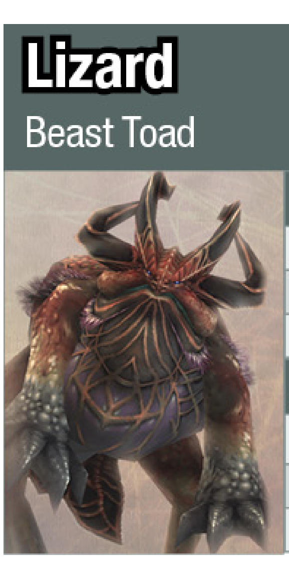
Steal: Ice Stone, Soleil Fang, Platinum Sword

Poach: Wyrm Carapace, Ice Magicite

Lizard

Beast Toad

089



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39-40	7069-7179	999	32-34	22	53-54	19-20
24-26	2342-2562	650-680	27-31	17	38-40	16-18
35-37	5191-5411	975-999	32-36	21	45-47	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-58	27	27	4	2525-2618	1	342-423	0
35-37	17	17	2	1172-1358	1	180-342	0
51-53	23	25	3	2233-2419	1	270-432	0

Drop: Pointed Horn, [b] Horn, Fire Magicite, [a][c] Fire Crystal, [b][c] Rime Fang

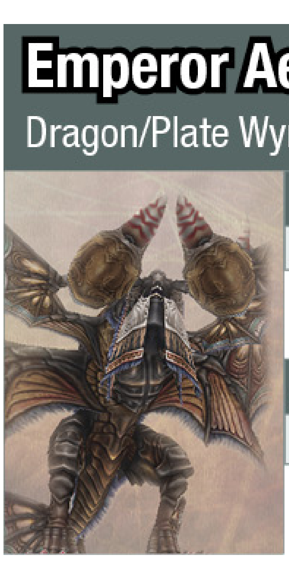
Steal: Fire Magicite, [a][c] Pointed Horn, [b] Float Mote, [a][c] Fire Crystal, [b] Magick Gloves

Poach: Pointed Horn, Taurus Gem

Emperor Aevis

Dragon/Plate Wyrm

090



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-28	5900-6240	550-640	33-36	16-18	41-46	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
38-41	21-23	18-20	0	2255-2381	2	347-626	0

Drop: Wyrm Carapace, Ice Magicite, Teleport Stone, Hornito

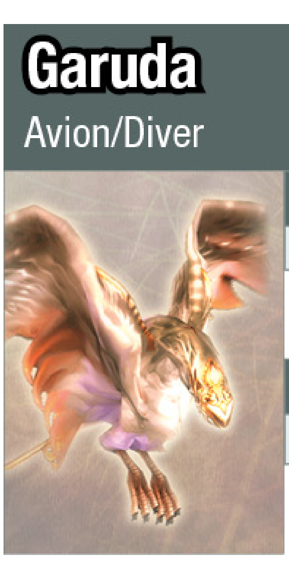
Steal: Ice Stone, Wyrm Carapace, Leo Gem

Poach: Wyrm Carapace, Battlewyrm Carapace

Garuda

Avion/Diver

091-A



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	AB	W

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16	6754	360	26	14	55	20

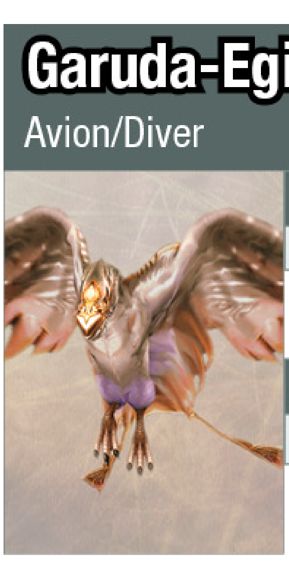
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
32	10	6	3	0	11	1310	0

Steal: Gold Needle, Giant Feather, Lightning Fang

Garuda-Egi

Avion/Diver

091-B



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	AB	W

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
26-27	2997-3065	400-409	28-29	15	41-42	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
36-38	14-15	15	4-6	1416-1508	2	218-268	0

Drop: Large Feather, Holy Magicite, Soleil Fang, Storm Spear

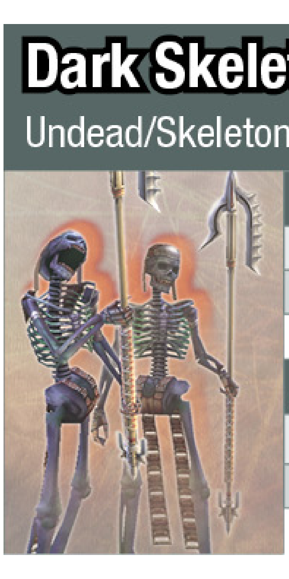
Steal: Holy Stone, Hi-Potion, Taurus Gem

Poach: Large Feather, White Incense

Dark Skeleton

Undead/Skeleton

092



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-39	4463-4583	990-999	32-34	19-23	41	22
35-26	1488-1548	495-525	26-27	15-17	31	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53-57	23-25	28-30	7	2738-2924	1	297-413	0
32-34	15-16	13-14	4	1164-1257	1	149-207	0

Drop: [a] Dark Magicite, [b] Dark Stone, Sturdy Bone, Teleport Stone, Burgonet

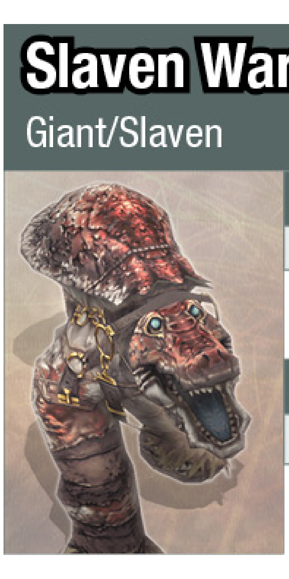
Steal: Sturdy Bone, [a] Dark Magicite, [b] Dark Stone, Capricorn Gem

Poach: Sturdy Bone, Death's-Head

Slaven Warder

Giant/Slaven

093



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-28	2623-2743	200-203	27-29	11	40-42	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
36-38	14-15	13	0	1124-1225	1	173-252	0

Drop: Fire Magicite, Gold Needle, Tanned Giantskin, Lightning Fang

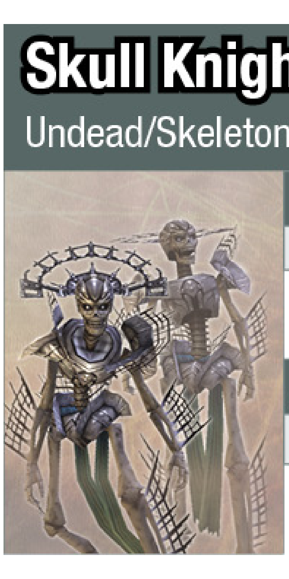
Steal: 10 gil, Gemini Gem, Headband

Poach: Tanned Giantskin, Slaven Harness

Skull Knight

Undead/Skeleton

094



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25-26	1873-1933	550-580	27-28	15-17	32	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
34-36	15-16	14-15	4	1235-1328	1	165-223	0

Drop: Sturdy Bone, Dark Magicite, Hi-Potion, Remedy

Steal: Sturdy Bone, Capricorn Gem, Jujitsu Gi

Poach: Sturdy Bone

Yeti

Giant/Behemoth

095

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	AB	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-29	4237-4477	300-306	30-34	12	38-42	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
37-41	16-18	15	0	1660-1862	2	270-428	0

Drop: Ice Magicite, Tanned Giantskin, Teleport Stone, Demonsbane

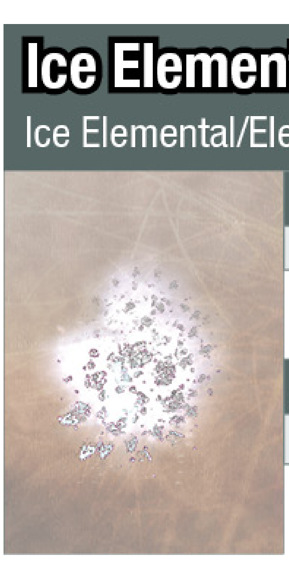
Steal: Tanned Giantskin, Remedy, 1000 gil

Poach: Tanned Giantskin, Arctic Wind

Ice Elemental

Ice Elemental/Elemental

096-A



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	W	AB	NE	NE	NE	NE	NE

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	34	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

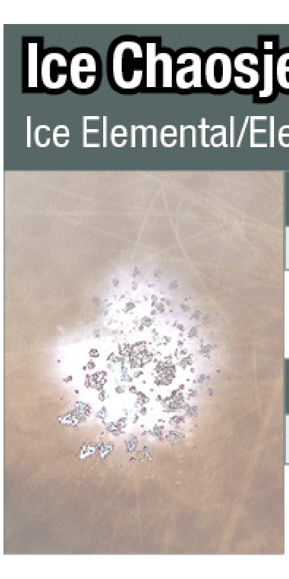
Drop: Ice Magicite, Ice Stone, Feystone, Ice Crystal

Steal: Ice Magicite, Feystone, Ice Crystal

Ice Chaosjet

Ice Elemental/Elemental

096-B



🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	W	AB	NE	NE	NE	NE	NE

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	2708	999	25	26	34	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	30	36	0	1675	1	203	0

Drop: Ice Magicite, Ice Stone, Feystone, Ice Crystal

Steal: Ice Magicite, Feystone, Ice Crystal

Wild Onion

Plant/Mandragora

097

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25-27	1496-1736	999	24-26	20-24	40-46	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35-39	14-18	4-6	5	699-907	1	150-320	0

Drop: Succulent Fruit, Wind Magicite, Antidote, Dispel Mote

Steal: Wind Magicite, Phoenix Down, Succulent Fruit

Poach: Succulent Fruit, Healing Rod

Leshach Entite

Leshach Entite/Elemental

098

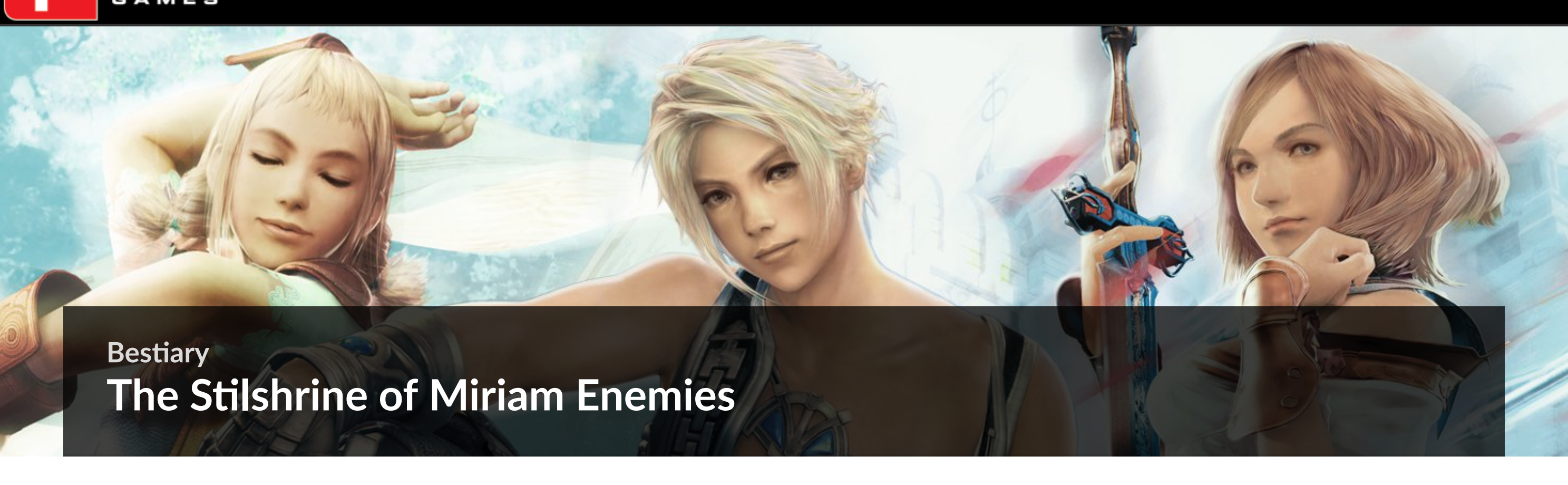
🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	W	AB	NE	NE	NE	NE	NE

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Ice Crystal, Feystone, Leshach Halcyon, Ether

Steal: Ice Crystal, Feystone, Leshach Halcyon



Bestiary

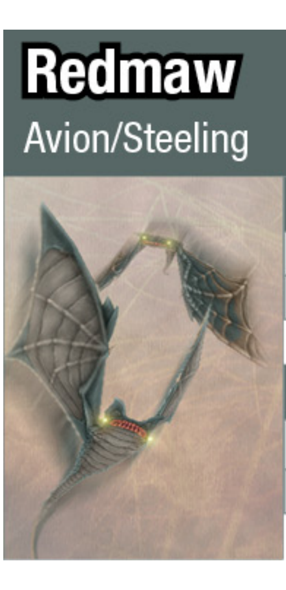
The Stilshrine of Miriam Enemies

Redmaw

099

Avion/Steeling

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	1134-1202	225-234	24-25	14	32-33	20-22
26-27	1670-1738	275-284	26-27	15	36-37	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
32-34	15-16	15	4-6	783-875	1	142-192	0
37-39	18-19	22	4-6	637-729	1	173-223	0

Drop: Crooked Fang, Wind Magicite, Soleil Fang, Ice Shield

Steal: Crooked Fang, 100 gil, Taurus Gem

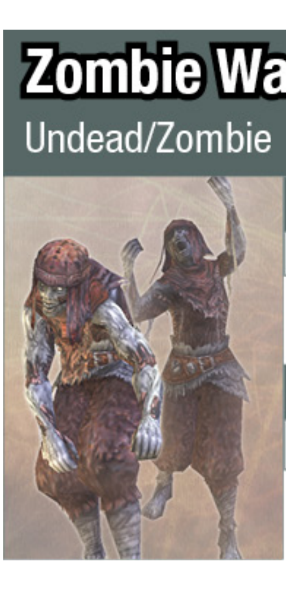
Poach: Crooked Fang, Remedy

Zombie Warrior

100

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-29	1878-1998	520-580	28-30	17-21	32	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
37-41	12-14	21-23	0	891-1077	1	173-289	0

Drop: Dark Magicite, Festering Flesh, Soleil Fang, Icebrand

Steal: Handkerchief, 16 gil, Capricorn Gem

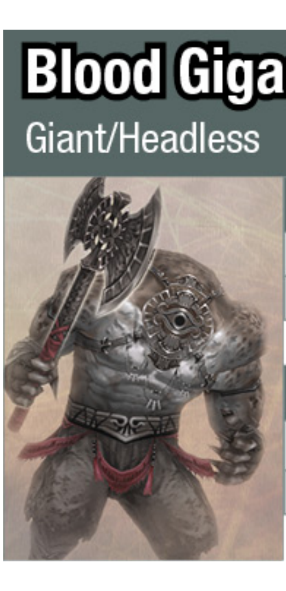
Poach: Foul Flesh, Festering Flesh

Blood Gigas

101

Giant/Headless

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-29	2609-2849	275-281	29-33	13	34-38	17
38-39	8369-8489	495-498	35-37	17	43-45	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
39-43	20-22	20	0	1456-1658	1	198-356	0
57-59	27-28	25	0	3000-3101	1	356-435	0

Drop: Earth Magicite, Antidote, Festering Flesh, Gemini Gem

Steal: Earth Magicite, Phoenix Down, Gemini Gem

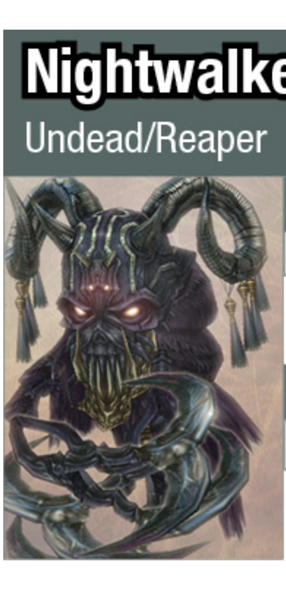
Poach: Festering Flesh, [a] Viking Coat, [b] Giant's Helmet

Nightwalker

102-A

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
58-60	18568-18928	999	47-51	41-45	53	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
92-98	29-33	33-35	5	5653-5973	1	516-802	0

Drop: Dark Crystal, Book of Orgain-Mille, Renewing Morion, Capricorn Gem

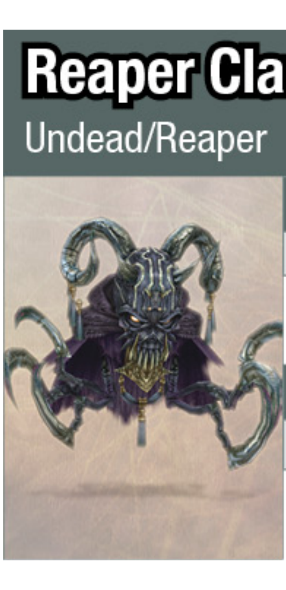
Steal: Dark Crystal, Book of Orgain-Mille, Capricorn Gem

Reaper Claw

102-B

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-41	7945-8005	999	34-35	24-26	48	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-65	30-31	24-25	4	3185-3278	1	390-448	0

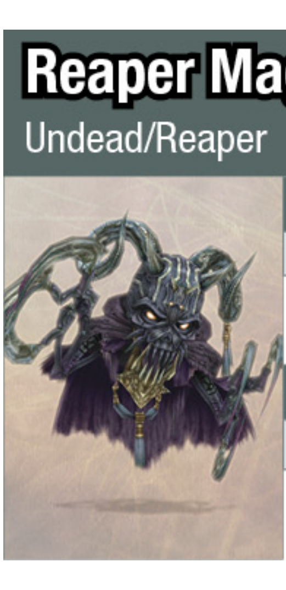
Steal: Warp Mote

Reaper Mage

102-C

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-41	7945-8005	999	24-25	34-36	48	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-65	24-25	30-31	4	3185-3278	1	390-448	0

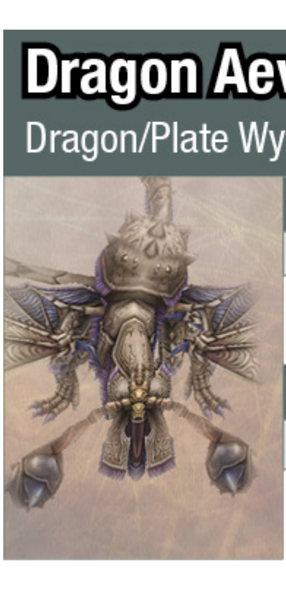
Steal: Warp Mote

Dragon Aevis

103

Dragon/Plate Wyrm

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29-31	5479-6159	550-730	32-38	16-20	41-51	16-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
39-45	22-26	22-26	0	2549-2801	2	347-905	0

Drop: Wyrm Carapace, Storm Magicite, Antidote, Goggle Mask

Steal: 30 gil, Echo Herbs, Leo Gem

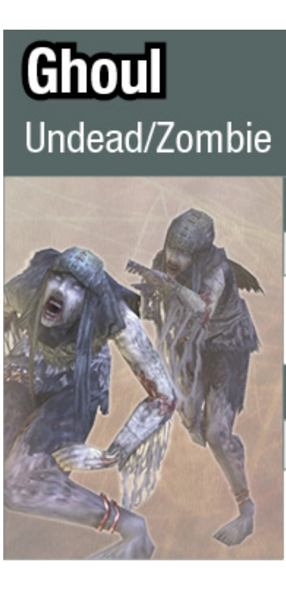
Poach: Wyrm Carapace, Battlewyrm Carapace

Ghoul

104

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-29	1984-2104	770-830	26-28	17-21	32	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
37-41	12-14	21-23	0	891-1077	1	173-289	0

Drop: Festering Flesh, Storm Magicite, Enchanter's Habit, Hi-Potion

Steal: Storm Magicite, Rime Fang, Capricorn Gem

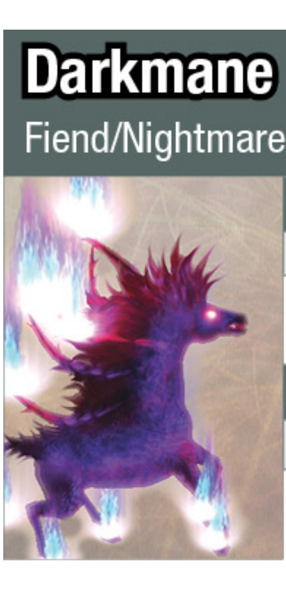
Poach: Foul Flesh, Festering Flesh

Darkmane

105

Fiend/Nightmare

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
30-31	14040-14098	999	36-37	28-30	34	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
36-38	18-19	24-26	2-4	2184-2285	1	198-287	0

Drop: Grimoire Togail, Dark Magicite, Demon Mail, Chronos Tear

Steal: Dark Magicite, Grimoire Togail, Scorpio Gem

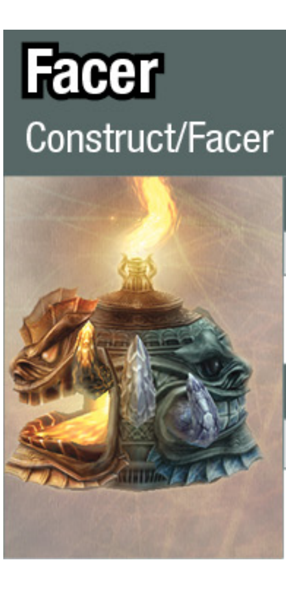
Poach: Grimoire Togail, Grimoire Aidhed

Facer

106

Construct/Facer

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
26-29	3026-3356	385-505	27-33	19-22	52	

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
38-47	20-26	21-24	0	1151-1610	1	186-477	0

Drop: Earth Magicite, Solid Stone, Hi-Potion, Gravity Mote

Steal: Earth Magicite, Aquarius Gem, Pirate Hat

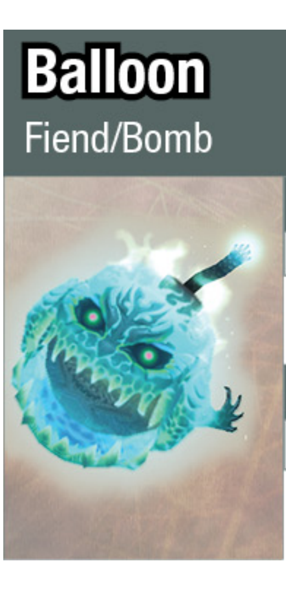
Poach: Solid Stone, Aquarius Gem

Balloon

107

Fiend/Bomb

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
28-29	1878-1936	999	26-27	19-21	40	18-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35-37	19-20	25-27	4-6	1122-1223	1	173-262	0

Drop: Bomb Ashes, Fire Magicite, Eye Drops, Scorpio Gem

Steal: Handkerchief, Chronos Tear, Recurve Crossbow

Poach: Bomb Ashes, Bomb Ashes

Miriam Guardian

108

Construct/Guardian

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
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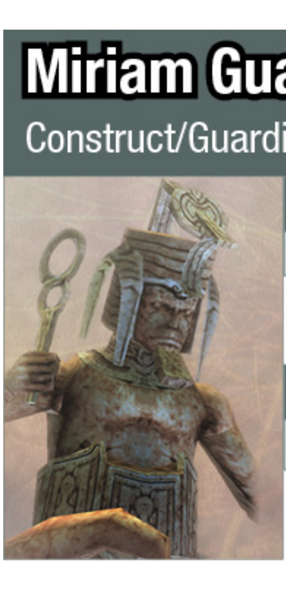


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
28	6827	55	31	12	32	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
40	21	19	0	1602	1	218	0

Drop: N/A

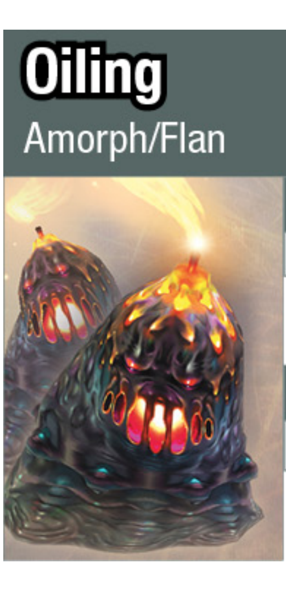
Steal: N/A

Oiling

109

Amorph/Flan

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-29	1984-2104	770-830	26-28	17-21	32	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
37-41	12-14	21-23	0	891-1077	1	173-289	0

Drop: Yellow Liquid, Handkerchief, Teleport Stone, Golden Staff

Steal: Fire Magicite, Yellow Liquid, Sagittarius Gem

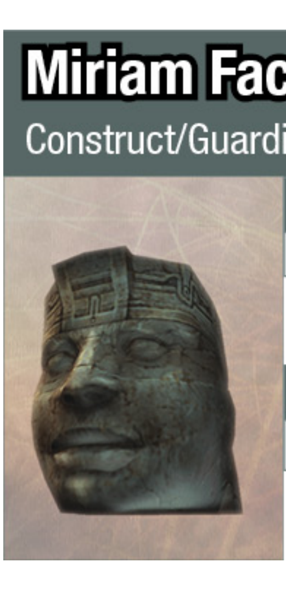
Poach: Silver Liquid, Slime Oil

Miriam Facer

110

Construct/Guardian

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29	5540	424	29	20	40	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
39	22	23	0	1508	1	205	0

Drop: N/A

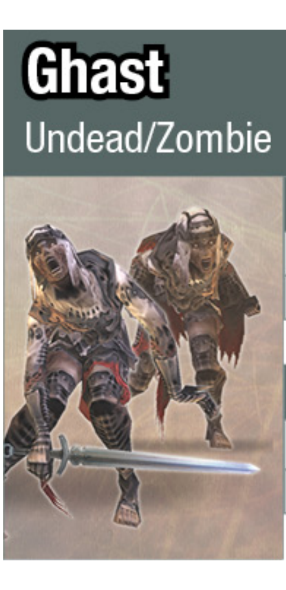
Steal: N/A

Ghast

111

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-29	2348-2468	770-830	27-29	17-21	32	17
27-29	1706-1826	930-990	26-28	19-23	32	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
37-41	18-20	21-23	0	891-1077	1	173-289	0
37-41	11-13	16-18	0	891-1077	1	173-289	0

Drop: Dark Magicite, Festering Flesh, Teleport Stone, Float Mote

Steal: Festering Flesh, Nu Khai Sand, Gold Needle

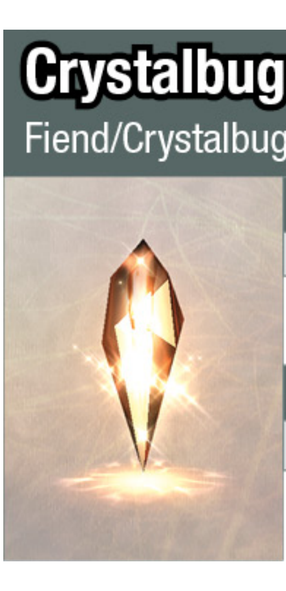
Poach: Foul Flesh, Festering Flesh

Crystalbug

112-A

Fiend/Crystalbug

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	43656	999	27	36	50	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57	37	46	0	0	10	3150	0

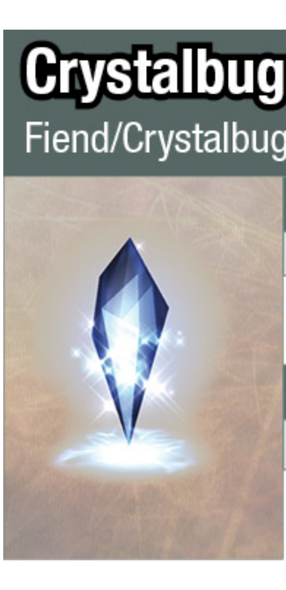
Steal: Feystone, Ether

Crystalbug

112-B

Fiend/Crystalbug

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38	7178	999	25	25	41	32

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
46	42	39	0	0	10	2400	0

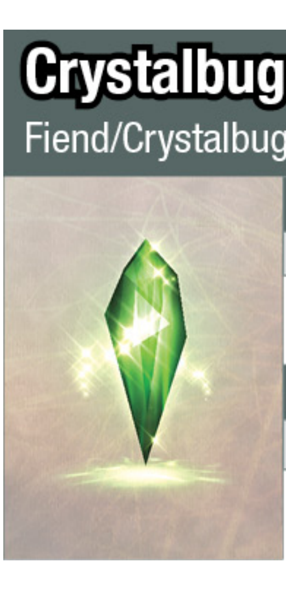
Steal: Feystone, Ether

Crystalbug

112-C

Fiend/Crystalbug

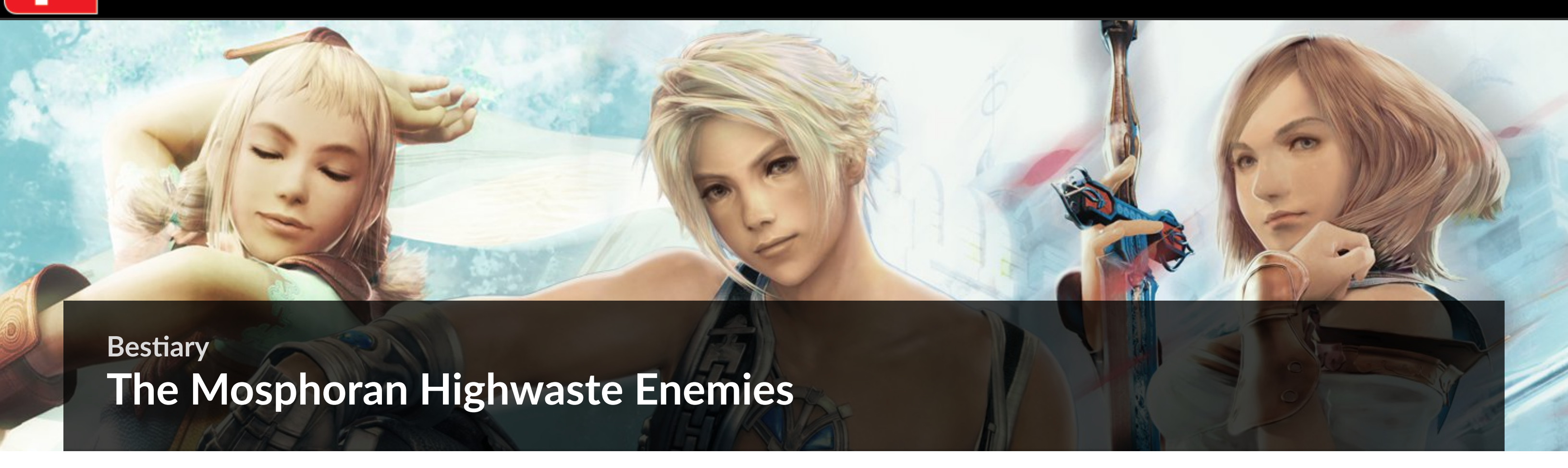
🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
26	3489	999	22	22	36	30

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
30	29	37	0	0	10	1650	0

Steal: Feystone, Ether



Bestiary

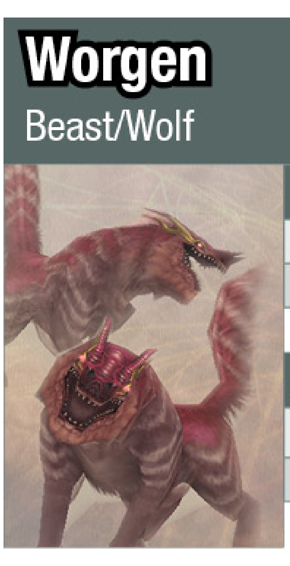
The Mosphoran Highwaste Enemies

Worgen

113-A

Beast/Wolf

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25-26	2011-2121	180-195	30-32	17	43-44	18-19
29-31	2011-2231	180-210	30-34	17	43-45	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
40-41	18	22	6	943-1036	1	180-261	0
40-42	18	22	6	943-1129	1	180-342	0

Drop: Fire Magicite, Nu Khai Sand, Quality Pelt, Libra Gem

Steal: Fire Magicite, Hi-Potion, Steel Poleyns

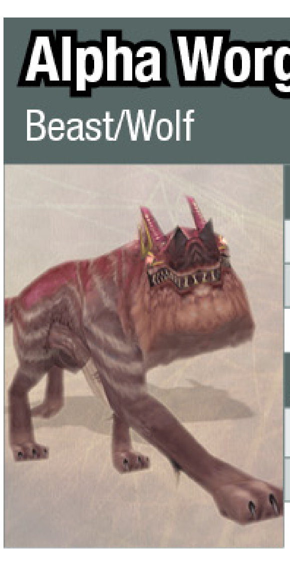
Poach: Quality Pelt, Throat Wolf Blood

Alpha Worgen

113-B

Beast/Wolf

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
28-29	2413-2523	198-213	32-34	18	45-46	20-21
30-32	2413-2633	198-228	32-36	18	45-47	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
41-42	20	24	6	1036-1129	1	198-279	0
41-43	20	24	6	1036-1222	1	198-360	0

Drop: Fire Magicite, Nu Khai Sand, Quality Pelt, Libra Gem

Steal: Fire Magicite, Hi-Potion, Steel Poleyns

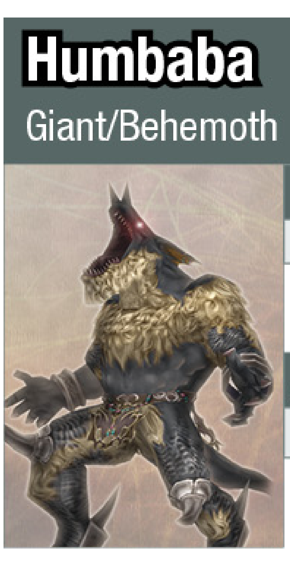
Poach: Quality Pelt, Throat Wolf Blood

Humbaba

114

Giant/Behemoth

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
32-33	5403-5523	360-363	34-36	13	41-43	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
43-45	19-20	22	0	2289-2390	2	324-403	0

Drop: Storm Magicite, Tanned Giantskin, Echo Herbs, Sledgehammer

Steal: Storm Magicite, Teleport Stone, Gemini Gem

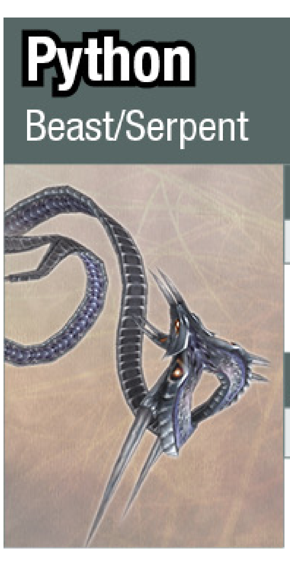
Poach: Tanned Giantskin, Beastlord Hide

Python

115

Beast/Serpent

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29-32	3016-3346	240-285	31-37	14	41-44	19-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
41-44	19	22	5	1749-2028	1	234-477	0

Drop: Tanned Hide, Wind Magicite, Gold Needle, Quality Hide

Steal: Wind Magicite, 400 gil, Bone Helm

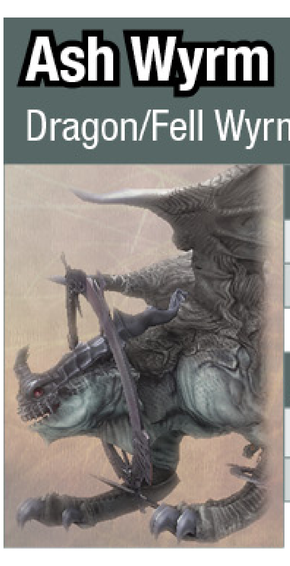
Poach: Tanned Hide, Great Serpent's Fang

Ash Wyrm

116

Dragon/Fell Wyrm

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44-47	31919-33959	999	37-49	24-33	79-100	16-25
61-62	88423-89103	999	50-54	43-46	67-74	21-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
65-77	28-37	33-39	0	8574-9183	4	1050-2610	0
98-102	35-38	38-40	0	20147-20350	4	1607-2127	0

Drop: Ring Wyrm Scale, Wind Crystal, Koga Blade, Leo Gem

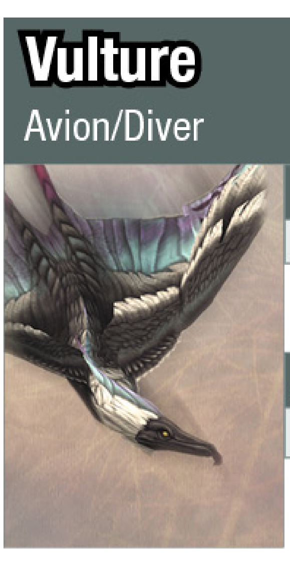
Steal: Wind Crystal, 800 gil, Leo Gem

Vulture

117

Avion/Diver

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
30-32	4022-4158	480-498	32-34	16	45-47	17-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
42-46	17-19	22	5-9	1952-2136	2	261-361	0

Drop: Giant Feather, Wind Magicite, Black Cowl, Bundle of Feathers

Steal: Wind Magicite, Soleil Fang, Bundle of Feathers

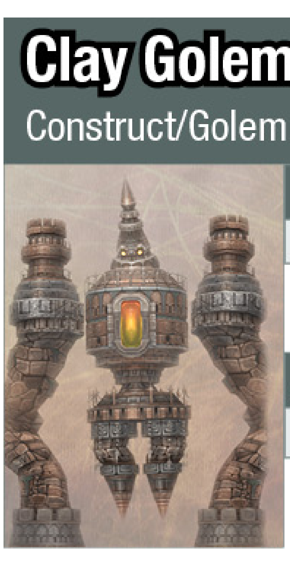
Poach: Giant Feather, Eye of the Hawk

Clay Golem

118

Construct/Golem

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31-32	6283-6393	999	32-34	18-19	34	15-16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
43-46	22-24	24-25	0	1884-2037	2	252-349	0

Drop: Earth Magicite, Solid Stone, Iron Pole, Hi-Potion

Steal: Earth Magicite, Gold Needle, Chronos Tear

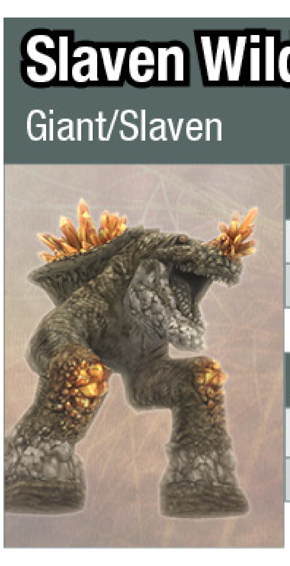
Poach: Solid Stone, Quality Lumber

Slaven Wilder

119

Giant/Slaven

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27-28	3518-3638	240-243	31-33	12	43-45	15
30-31	3518-3638	240-243	32-34	12	43-45	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
42-44	17-18	20	0	1548-1649	1	207-286	0
44-46	17-18	20	0	1548-1649	1	207-286	0

Drop: Tanned Giantskin, Earth Magicite, Firefly, Gemini Gem

Steal: Tanned Giantskin, Lightning Fang, Gemini Gem

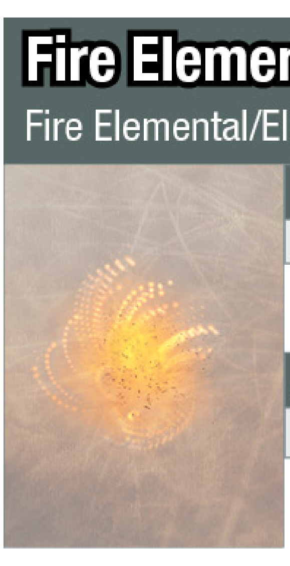
Poach: Tanned Giantskin

Fire Elemental

120-A

Fire Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	NE	NE	NE	W	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	34	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

Drop: Fire Magicite, Fire Stone, Feystone, Fire Crystal

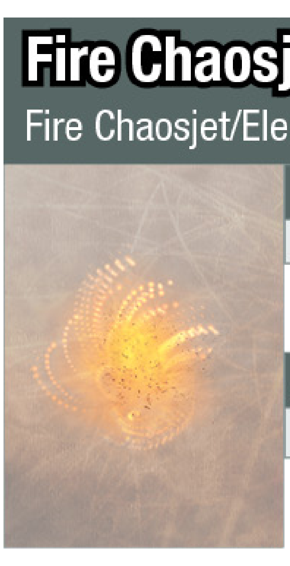
Steal: Fire Magicite, Feystone, Fire Crystal

Fire Chaosjet

120-B

Fire Chaosjet/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	NE	NE	NE	W	NE	NE	NE

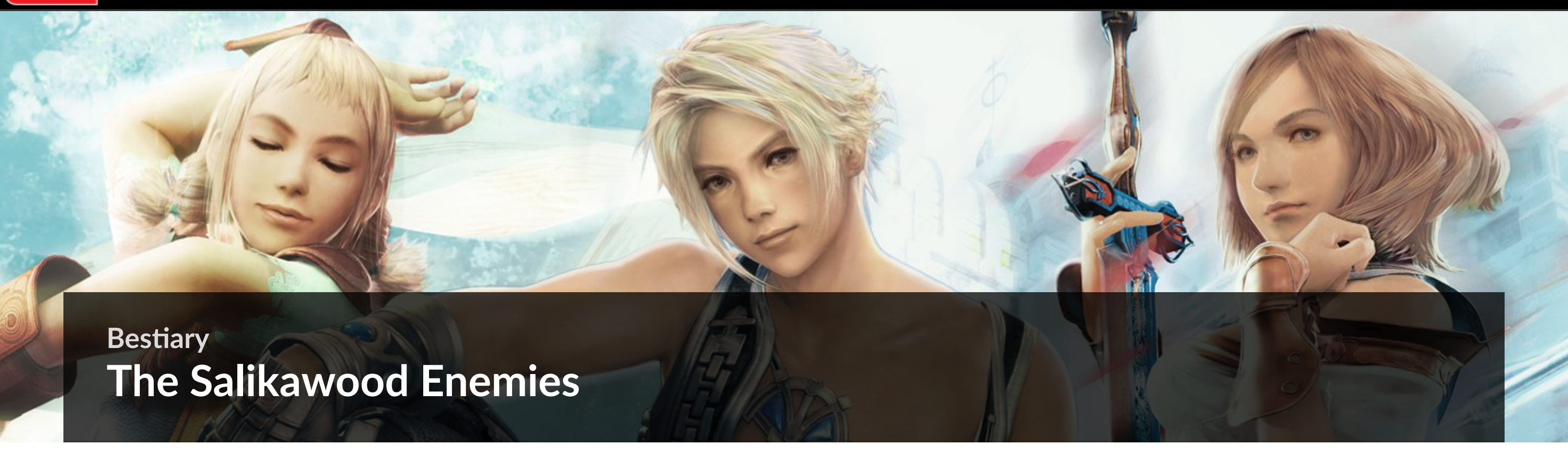


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	4079	999	25	20	49	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	32	34	0	1675	1	203	0

Drop: Fire Magicite, Fire Stone, Feystone, Fire Crystal

Steal: Fire Magicite, Feystone, Fire Crystal



Wyrdhare 121

Beast/Dreamhare

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
33-35	2739-2959	999	27-31	22	38-40	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45-47	20	26	6	856-1042	1	168-330	0

Drop: Fine Wool, Water Magicite, Aries Gem, Loxley Bow

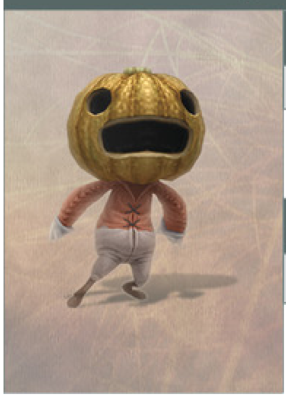
Steal: Water Magicite, Echo Herbs, Aries Gem

Poach: Fine Wool, Stardust

Pumpkin Head 122

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
32-33	2739-2859	999	28-29	23-25	48-51	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-49	19-21	26-27	7	1070-1174	1	210-295	0

Drop: Succulent Fruit, Storm Magicite, Handkerchief, Balance Mote

Steal: Storm Magicite, Screamroot, Black Garb

Poach: Succulent Fruit

Sprinter 123

Avion/Cockatrice

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
33-34	4070-4138	999	30-31	21	40-41	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
49-51	19-20	26	26-28	1569-1661	1	231-281	0

Drop: Bundle of Feathers, Fire Magicite, Rime Fang, Astrakhan Hat

Steal: Bundle of Feathers, Lightning Fang, Taurus Gem

Poach: Bundle of Feathers, Chronos Tear

Malboro King 124

Plant/Malboro

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34-35	4501-4621	980-992	29-30	19-21	43-46	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
48-50	19-21	26-27	0	2461-2565	1	231-316	0

Drop: Malboro Fruit, Dark Magicite, Vanishga Mote, Virgo Gem

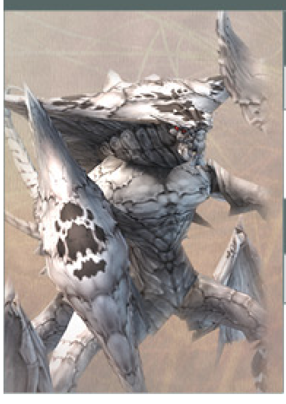
Steal: Dark Magicite, Malboro Fruit, Virgo Gem

Poach: Malboro Fruit, Thorned Mace

Antares 125

Insect/Mantis

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-



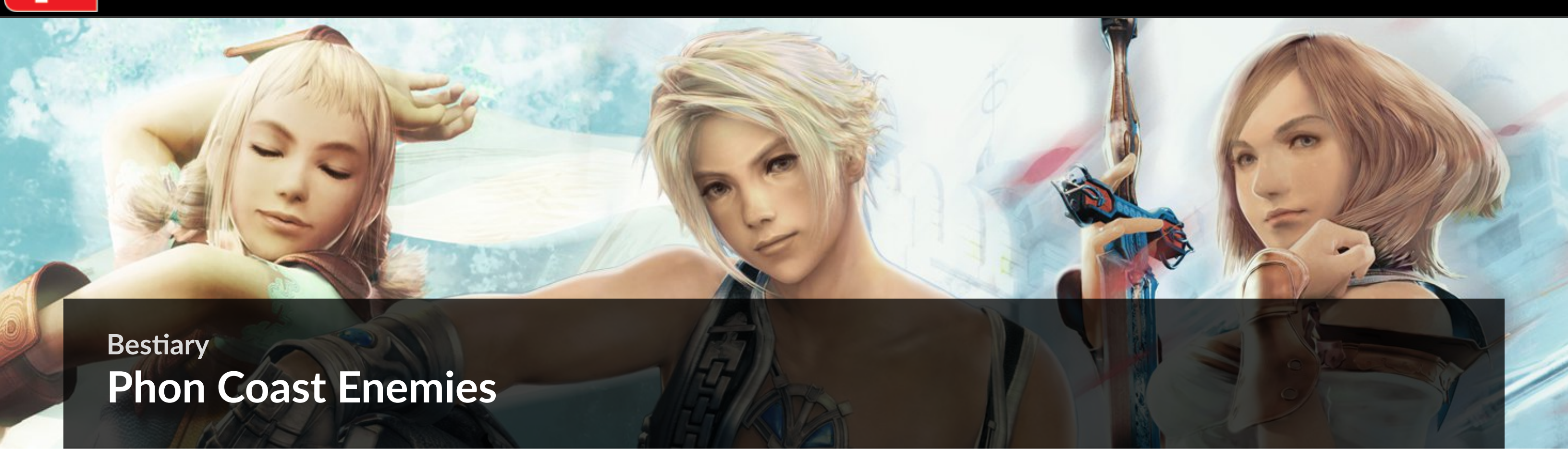
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
33-34	6458-6568	350-355	32-34	14	45-46	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
50-52	23-25	20	0	2228-2317	1	263-337	0

Drop: Molting, Earth Magicite, Insect Husk, Vanishga Mote

Steal: Earth Magicite, Remedy, Metal Jerkin

Poach: Insect Husk, Earth Crystal



Bestiary

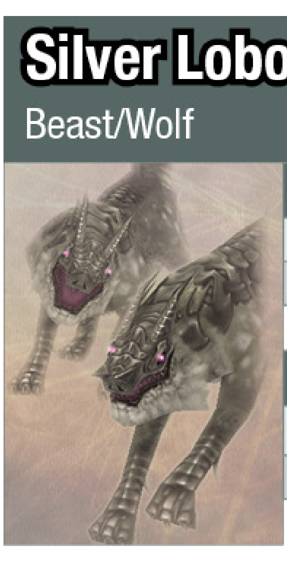
Phon Coast Enemies

Silver Lobo

126

Beast/Wolf

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34-35	3131-3241	210-225	30-32	19	48-49	19-20
38-39	4464-4574	270-285	31-33	20	55-56	21-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
46-47	20	23	6	1248-1341	1	210-291	0
53-54	23	24	8	1591-1684	1	270-351	0

Drop: Quality Pelt, Wind Magicite, Teleport Stone, Libra Gem

Steal: Eye Drops, Libra Gem, Sorcerer's Habit

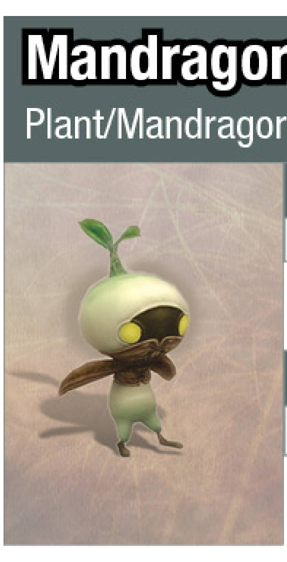
Poach: Quality Pelt

Mandragora

127

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34-37	2739-3099	999	28-31	23-29	48-57	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-53	19-25	26-29	7	607-919	1	210-465	0

Drop: Succulent Fruit, Water Magicite, Vanishga Mote, Platinum Sword

Steal: Water Magicite, Succulent Fruit, 380 gil

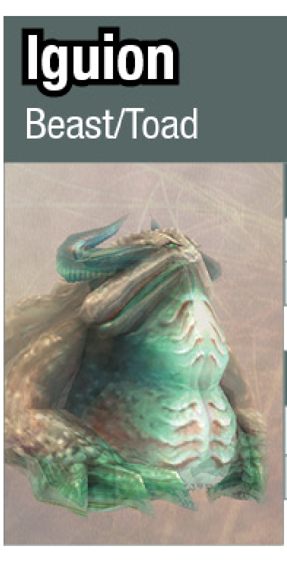
Poach: Succulent Fruit, Virgo Gem

Iguion

128

Beast/Toad

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-36	4892-5002	910-925	31-33	20	45-46	17-18
36-38	5129-5349	999	31-35	21	45-47	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-48	22	25	3	1367-1460	1	252-333	0
52-54	23	25	3	2329-2515	1	288-450	0

Drop: Pointed Horn, Ice Magicite, Eye Drops, Aries Gem

Steal: Phoenix Down, Aries Gem, Survival Vest

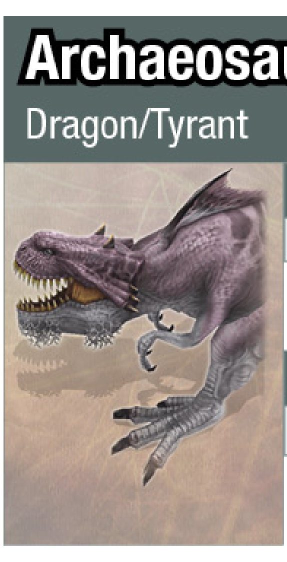
Poach: Pointed Horn, Frogspawn

Archaeosaur

129

Dragon/Tyrant

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	12251-12591	210-300	32-35	14-16	50-55	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
50-53	20-22	20-22	0	4457-4583	2	525-804	0

Drop: Storm Magicite, Gold Needle, Tanned Tyrant Hide, Leo Gem

Steal: Storm Magicite, Tanned Tyrante Hide, Fumarole

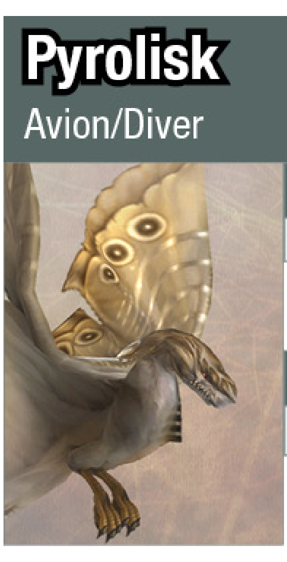
Poach: Tanned Tyrante Hide, Prime Tanned Hide

Pyrolisk

130

Avion/Diver

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	6262-6330	560-569	32-33	18	50-51	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
48-50	19-20	23	5-7	2585-2677	2	305-355	0

Drop: Bundle of Feathers, Storm Magicite, Lightning Fang, Taurus Gem

Steal: Bundle of Feathers, Gold Needle, Balance Mote

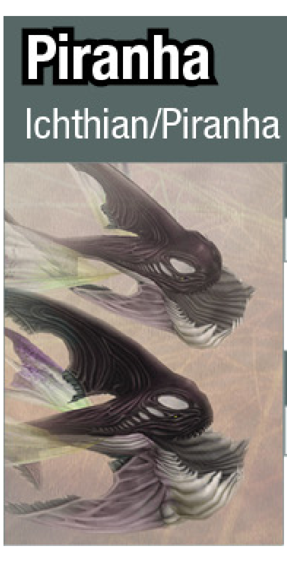
Poach: Bundle of Feathers, Murasame

Piranha

131

Ichthian/Piranha

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-37	4305-4469	980-999	30-32	20	45-47	21-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47-51	20	23-25	5-9	1961-2157	1	231-349	0

Drop: Water Magicite, Eye Drops, Ichthon Scale, Pisces Gem

Steal: Chronos Tear, Remedy, Steel Mask

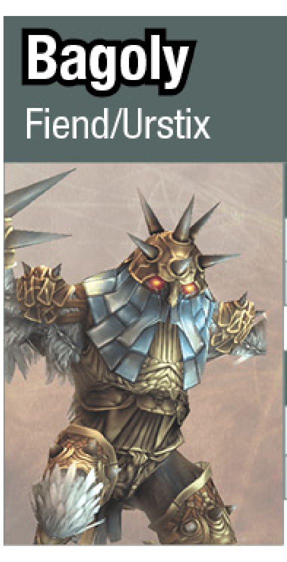
Poach: Ichthon Scale, Pisces Gem

Bagoly

132

Fiend/Urstix

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
14-16	1010-1230	200-230	16-20	10	26-28	14-16
36-38	4500-4720	560-590	30-34	16	43-45	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-24	10	8	2	490-676	1	86-248	0
48-50	21	23	3	2051-2237	1	242-404	0

Drop: [a] Wind Stone, [b] Wind Magicite, [a] Large Feather, [b] Bundle of Feathers, Teleport Stone, Aries Gem

Steal: [a] Large Feather, [b] Bundle of Feathers, [a] Echo Herbs, [b] 480 gil, [a] 480 gil, [b] Multiscale

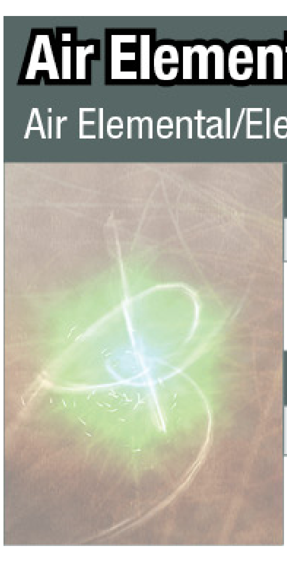
Poach: [a] Large Feather, [b] Bundle of Feathers, [a] Wind Magicite, [b] Bent Staff

Air Elemental

133-A

Air Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	NE	NE	W	NE	AB	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	34	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

Drop: Wind Magicite, Wind Stone, Feystone, Wind Crystal

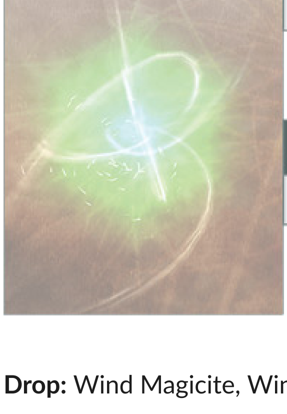
Steal: Wind Magicite, Feystone, Wind Crystal

Air Chaosjet

133-B

Air Chaosjet/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	NE	NE	W	NE	AB	NE	NE

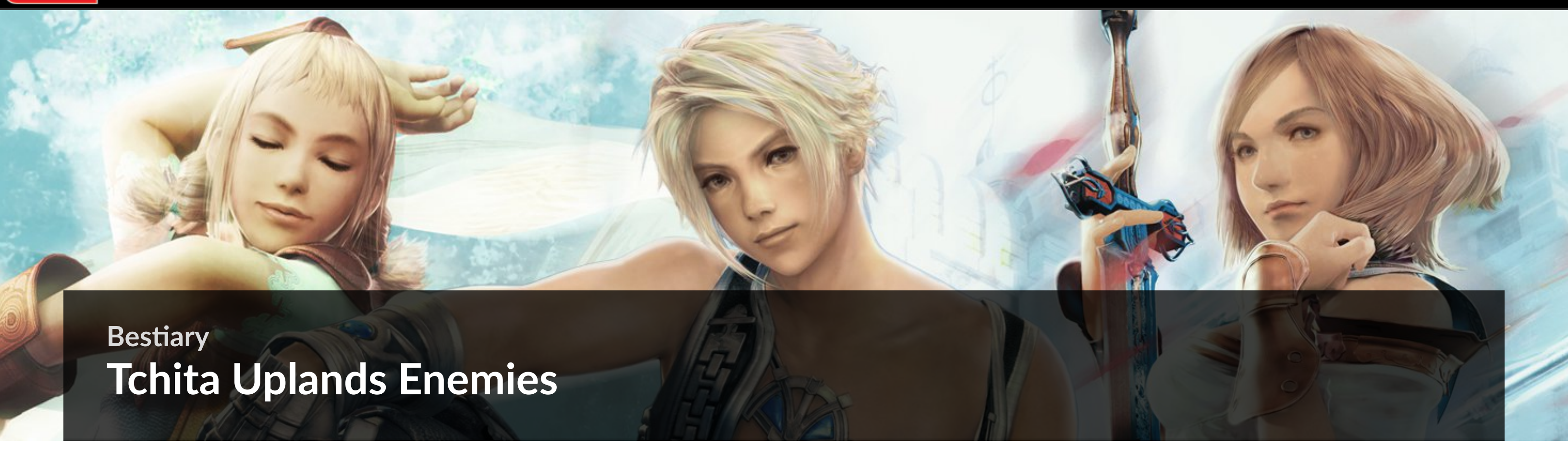


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	4079	999	25	20	49	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	32	34	0	1675	1	203	0

Drop: Wind Magicite, Wind Stone, Feystone, Wind Crystal

Steal: Wind Magicite, Feystone, Wind Crystal



Bestiary

Tchita Uplands Enemies

Coeurl

134

Beast/Coeurl

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-38	4240-4460	999	30-34	22	48-50	22-24
36-37	3944-4264	999	30-33	22	45-46	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53-55	23	28	7	1750-1936	1	297-459	0
50-52	21-22	27-29	5	1433-1607	1	248-475	0

Drop: [a] Coeurl Pelt, [b] Storm Crystal, [a] Storm Magicite, [b] Coeurl Pelt, [a] Warp Mote, [b] Quality Pelt, [a] Quality Pelt, [b] Bio Mote

Steal: [a] Coeurl Pelt, [b] Storm Stone, [a] Storm Magicite, [b] Storm Crystal, [a] Libra Gem, [b] Quality Pelt

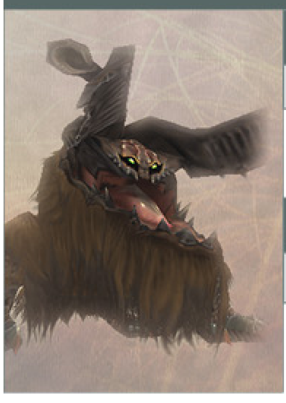
Poach: Coeurl Pelt, Embroidered Tippet

Feral Croc

135

Beast/Gator

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	-	-	



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	9393-9713	375-405	33-36	16	48-49	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54-56	21-22	22-24	0	2978-3152	1	405-632	0

Drop: Blood Wool, Wind Magicite, Lightning Fang, Aries Gem

Steal: Blood Wool, Aries Gem, Orichalcum Dirk

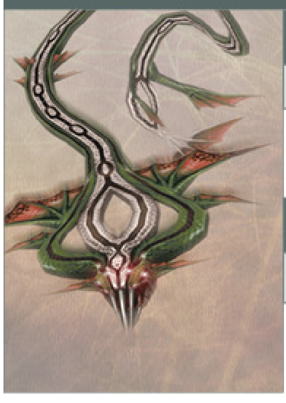
Poach: Blood Wool, Antarctic Wind

Serpent

136

Beast/Serpent

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-36	4982-5302	300-330	32-35	17	45-46	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53-55	22-23	23-25	5	2309-2483	1	293-520	0

Drop: Quality Hide, Wind Magicite, Bacchus's Wine, Aries Gem

Steal: Wind Magicite, Quality Hide, Aries Gem

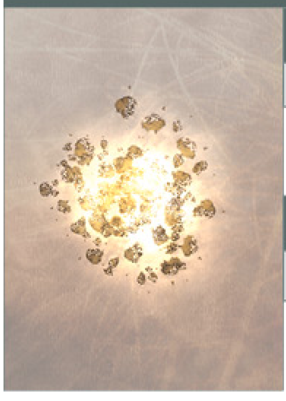
Poach: Quality Hide, Carmagnole

Earth Elemental

137-A

Earth Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	AB	NE	W	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	34	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

Drop: Earth Magicite, Earth Stone, Feystone, Earth Crystal

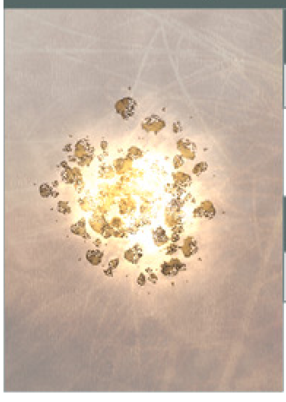
Steal: Earth Magicite, Feystone, Earth Crystal

Earth Chaosjet

137-B

Earth Chaosjet/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	AB	NE	W	NE	NE

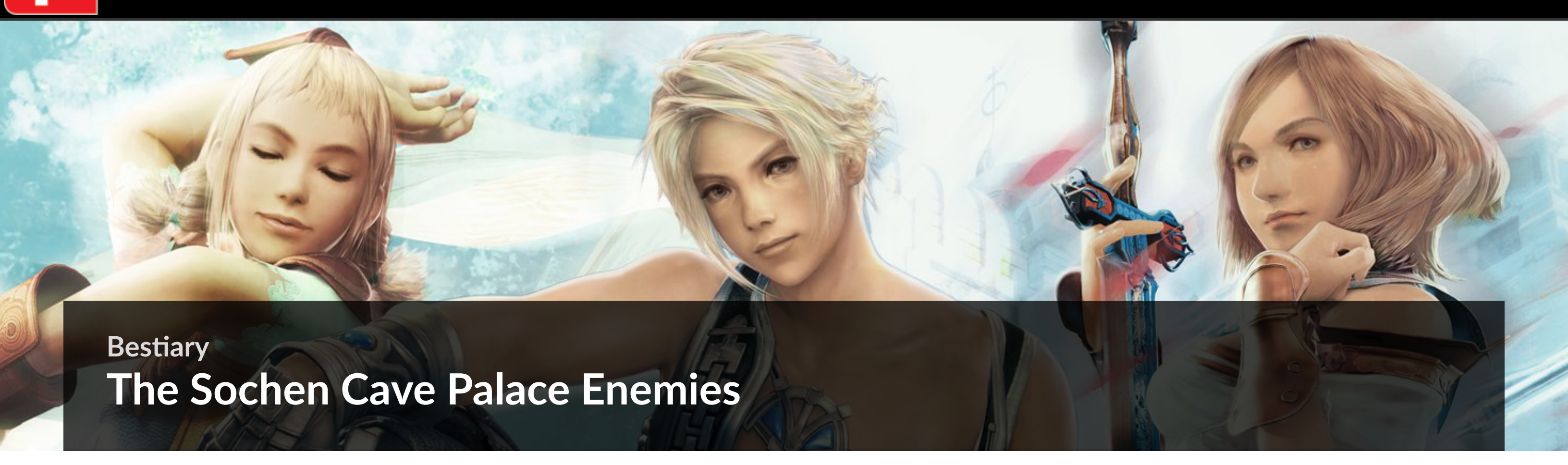


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	4079	999	25	20	49	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	32	34	0	1675	1	203	0

Drop: Earth Magicite, Earth Stone, Feystone, Earth Crystal

Steal: Earth Magicite, Feystone, Earth Crystal



Bestiary

The Sochen Cave Palace Enemies

Abysteel

138

Undead/Steeling

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
57-59	13099-13339	700-728	44-48	37	57-61	28-34
64-65	20524-20644	775-789	45-47	39	59-61	30-33
35-38	6778-7138	600-642	35-41	22	48-54	25-34

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
93-97	31-35	35-37	12-18	2697-3039	1	460-634	0
96-98	33-35	38-39	13-16	9363-9334	1	532-619	0
76-82	28-34	32-35	9-18	1924-2437	1	378-639	0

Drop: Dark Crystal, Spiral Incisor, Soleil Fang, [a][c] Vampyr Fang, [b] Demon Shield

Steal: Spiral Incisor, Teleport Stone[a][c] Demon Shield, [b] Vampyr Fang

Imp

139

Fiend/Gargoyle

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-39	4390-4710	999	30-34	21-27	41	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-56	23-25	25-33	6-10	2231-2583	1	276-678	0

Drop: Storm Magicite, Rime Fang, Demon Feather, Scorpio Gem

Steal: Remedy, 130 Gil, Storm Crystal

Poach: Demon Feather, Maduin Gear

Striker

140

Giant/Headless

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	5129-5549	400-405	32-34	16-18	40-42	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54-57	23-25	22	0	2329-2492	1	288-564	0

Drop: Maggoty Flesh, Earth Magicite, Teleport Stone, Kagenui

Steal: Maggoty Flesh, Earth Magicite, Gemini Gem

Poach: Maggoty Flesh, Gemini Gem

Pit Fiend

141

Fiend/Gargoyle

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-39	4390-4710	999	29-33	25-31	41	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
50-54	21-23	27-35	7-11	2231-2583	1	276-678	0

Drop: Wind Magicite, Remedy, Demon Feather, Scorpio Gem

Steal: Eye Drops, Rime Fang, Scorpio Gem

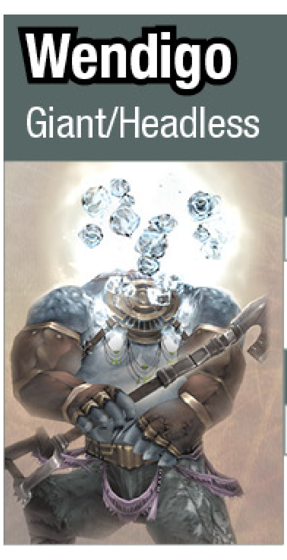
Poach: Demon Feather, Demon Tail

Wendigo

142

Giant/Headless

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	AB	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	5458-5878	300-305	33-35	16-18	38-40	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
55-58	22-24	22	0	2329-2492	1	288-564	0

Drop: Maggoty Flesh, Ice Magicite, Hi-Potion, Gemini Gem

Steal: Ice Magicite, Forbidden Flesh, Gokuu Pole

Poach: Maggoty Flesh, Vanishga Mote

Zombie Knight

143

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-38	3693-4053	999	30-34	20-24	38	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-58	14-18	23-25	0	1427-1747	1	252-538	0

Drop: Dark Magicite, Maggoty Flesh, Hypnocrown, Capricorn Gem

Steal: Maggoty Flesh, 80 Gil, Vanishga Mote

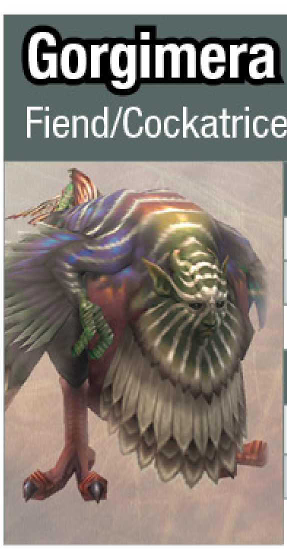
Poach: Maggoty Flesh, Capricorn Gem

Gorgimera

144

Fiend/Cockatrice

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	5385-5505	999	30-32	22	44-46	21-24
38-39	4266-4386	999	30-32	22	40-42	21-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-54	20-22	26-27	6-9	1707-1878	1	264-351	0
52-54	20-22	26-27	6-9	1707-1878	1	264-351	0

Drop: Bundle of Feathers, Fire Magicite, Teleport Stone, [a] Hammerhead, [b] Taurus Gem

Steal: Fire Magicite, Gold Needle, [a] Taurus Gem, [b] Hammerhead

Poach: Bundle of Feathers, Taurus Gem

Focalor

145

Ichthian/Piranha

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	W	-	-	-	-	-

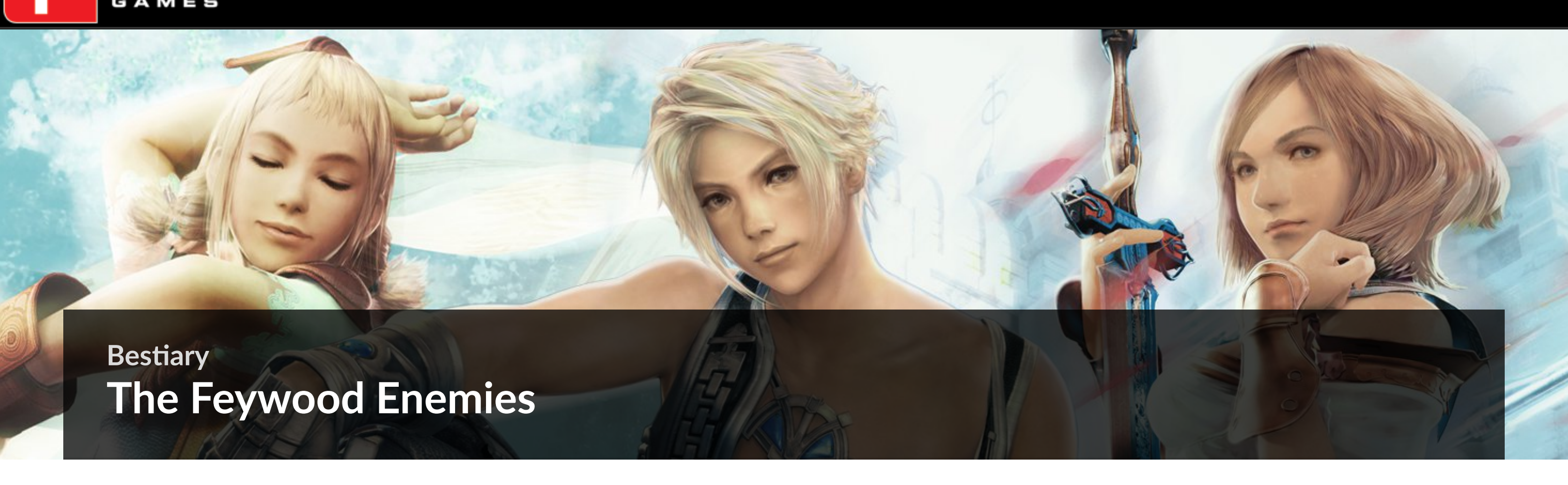
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	4513-4684	999	30-32	21	45-47	22-25
45-47	8576-8924	999	32-36	22	55-59	24-30

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-55	21-22	23-24	6-9	2135-2308	1	264-397	0
63-69	26-28	30-32	7-13	2793-3139	1	347-613	0

Drop: [a] Storm Magicite, [b] Storm Crystal, Power Rod, Pisces Gem

Steal: Ichthon Scale, Balance Mote, Pisces Gem

Poach: Ichthon Scale, Dorsal Fin



Bestiary

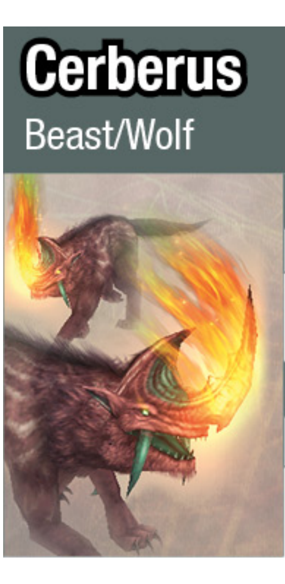
The Feywood Enemies

Cerberus

146

Beast/Wolf

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-40	4419-5059	285-345	32-38	19	54-56	19-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-61	23-25	22-26	7	1473-1821	1	285-739	0

Drop: Prime Pelt, Fire Crystal, Francisca, Libra Gem

Steal: Fire Crystal, Prime Pelt, Festering Flesh

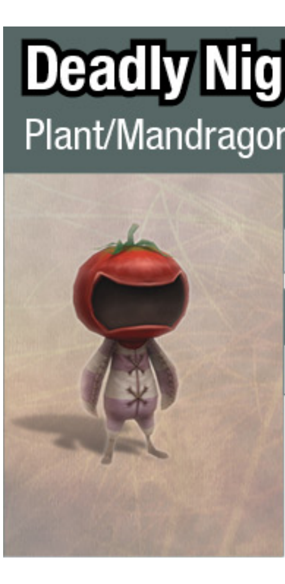
Poach: Prime Pelt, Hell-Gate's Flame

Deadly Nightshade

147

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39-41	3167-3647	999	29-33	25-31	50-60	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-63	24-30	28-32	9	1262-1630	1	285-675	0

Drop: Succulent Fruit, Fire Crystal, Chronos Tear, Virgo Gem

Steal: Fire Crystal, Succulent Fruit, Screamroot

Poach: Succulent Fruit, Ring of Renewal

Mu

148

Beast/Dreamhare

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-41	3167-3487	999	28-31	24	40-41	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
55-57	25-26	28-30	9	1010-1184	1	228-455	0

Drop: Fire Crystal, Eye Drops, Blood Wool, Aries Gem

Steal: Blood Wool, Aries Gem, Pheasant Netsuke

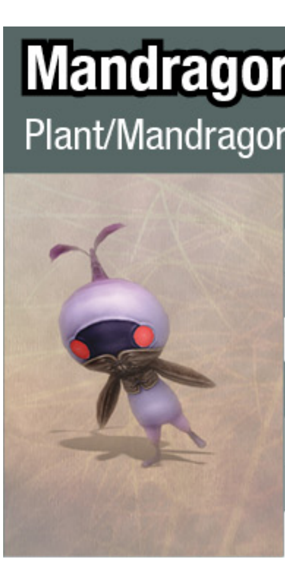
Poach: Blood Wool, Moondust

Mandragora Prince

149

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	9069	999	33	25	73	30
42-43	3959-4199	999	30-32	25-28	59-64	23-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54	26	22	8	0	5	1200	0
57-60	25-28	28-30	14	1262-1446	1	285-480	0

Drop: [b] Water Crystal, [b] Screamroot, [b] Teleport Stone, [b] Virgo Gem

Steal: [a] Four-leaf Clover, [b] Water Crystal, [b] Hi-Potion, [b] Screamroot

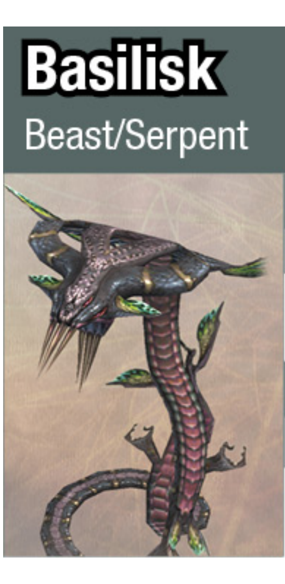
Poach: [b] Screamroot, [b] Four-leaf Clover

Basilisk

150

Beast/Serpent

🔥	⚡	❄	🪨	💧	🍃	○	●
-	W	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	5429-5749	380-410	32-35	18	48-49	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-59	26-27	25-27	7	2734-2908	1	371-598	0

Drop: Ice Crystal, Chronos Tear, Prime Tanned Hide, Serpent Eye

Steal: Antidote, 80 Gil, Aries Gem

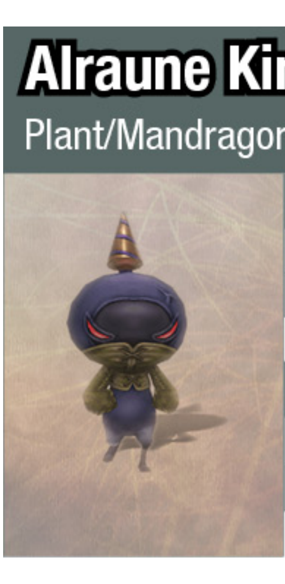
Poach: Prime Tanned Hide, Serpent Eye

Alraune King

151

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	9069	999	32	26	72	30
42-43	3959-4199	999	29-31	26-29	59-64	24-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53	25	22	9	0	5	1200	0
57-60	24-27	26-28	15	1262-1446	1	285-480	0

Drop: [b] Earth Crystal, [b] Screamroot, [b] Gold Needle, [b] Virgo Gem

Steal: [b] Screamroot, [a] Gimble Stalk, [b] Virgo Gem, [b] Cross Scale

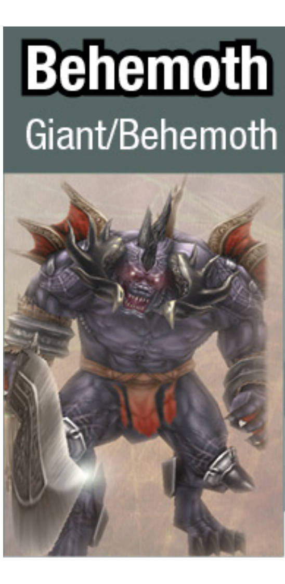
Poach: b] Screamroot, [b] Gimble Stalk

Behemoth

152

Giant/Behemoth

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-45	10026-11286	570-585	35-41	17-23	48-54	19
44-45	12199-12619	600-605	36-38	17-19	50-52	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-68	26-32	25	0	3576-4065	2	513-1341	0
63-66	26-28	30	0	3834-3997	2	540-816	0

Drop: Prime Tanned Hide, Storm Crystal, Soleil Fang, Gemini Gem

Steal: Storm Crystal, Gemini Gem, Giant's Helmet

Poach: Prime Tanned Hide, Behemoth Steak

Onion Queen

153

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	9069	999	32	26	73	30
42-43	3959-4199	999	29-31	26-29	59-64	23-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53	25	23	8	0	5	1200	0
56-59	25-28	28-30	14	1262-1446	1	285-480	0

Drop: [b] Screamroot, [b] Wind Crystal, [b] Remedy, [b] Virgo Gem

Steal: [b] Wind Crystal, [b] Screamroot, [b] Agate Ring

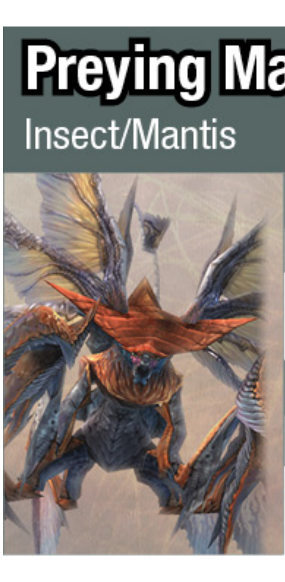
Poach: [b] Screamroot, [b] Onion

Preying Mantis

154

Insect/Mantis

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	7465-7705	475-482	33-35	16	48-50	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
61-63	28-31	22	0	2629-2786	1	356-516	0

Drop: Insect Husk, Dark Crystal, Reflectga Mote, Cancer Gem

Steal: Dark Crystal, Cancer Gem, Bowline Sash

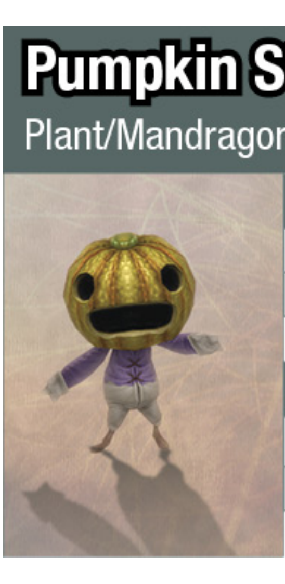
Poach: Insect Husk, Sickle-Blade

Pumpkin Star

155

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	9069	999	33	25	72	31
42-43	3959-4199	9999	30-32	25-28	59-64	24-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52	26	22	8	0	5	1200	0
57-60	24-27	26-28	14	1262-1446	1	285-480	0

Drop: [b] Storm Crystal, [b] Screamroot, [b] Traitor's Bow, [b] Virgo Gem

Steal: [b] Screamroot, [a] Jack-o'-Lantern, [b] Hi-Potion, [b] Virgo Gem

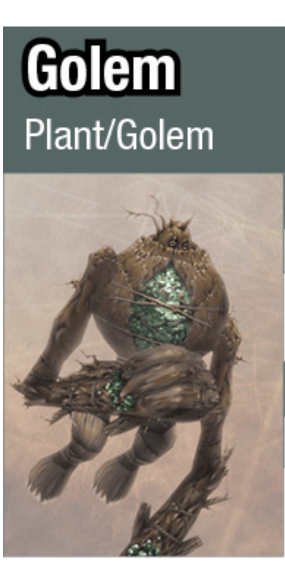
Poach: [b] Screamroot, [b] Jack-o'-Lantern

Golem

156

Plant/Golem

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	11310-11550	999	33-35	22-24	40	18-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-62	29-32	27-29	0	2945-3193	2	399-594	0

Drop: Quality Lumber, Earth Crystal, Remedy, Aquarius Gem

Steal: Quality Lumber, Aquarius Gem, Judicer's Staff

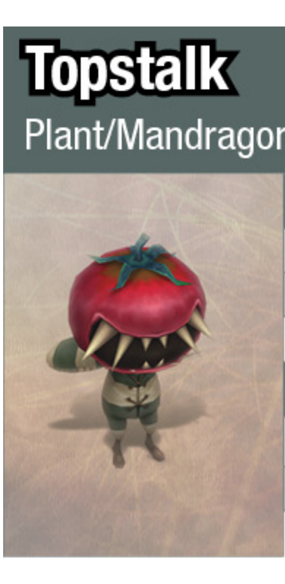
Poach: Quality Lumber, Mystletainn

Topstalk

157

Plant/Mandragora

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	9069	999	32	25	72	31
42-43	3959-4199	999	29-31	25-28	59-64	23-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53	25	23	9	0	5	1200	0
58-61	24-27	28-30	15	1262-1446	1	285-480	0

Drop: [b] Fire Crystal, [b] Screamroot, [b] Echo Herbs, [b] Virgo Gem

Steal: [b] Screamroot, [a] Tomato Stalk, [b] Virgo Gem, [b] Jade Gown

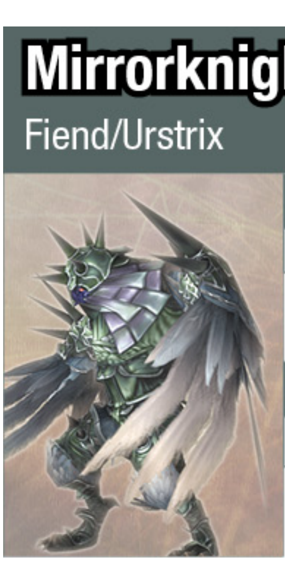
Poach: [b]Screamroot, [b]Tomato Stalk

Mirrorknight

158

Fiend/Urstrix

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	W	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-42	5202-5842	760-820	31-37	18	45-47	20-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
58-62	26-28	25-29	4	2419-2767	1	328-782	0

Drop: Windslicer Pinion, Wind Crystal, Mirror Mail, Aries Gem

Steal: Wind Crystal, X-Potion, Aries Gem

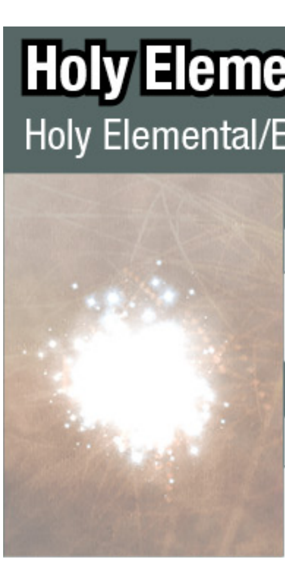
Poach: Windslicer Pinion, Mirror Scale

Holy Elemental

159

Holy Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	AB	W



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	34	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

Drop: Holy Magicite, Holy Stone, Feystone, Holy Crystal

Steal: Holy Magicite, Feystone, Holy Crystal

Tartarus

160

Undead/Wolf

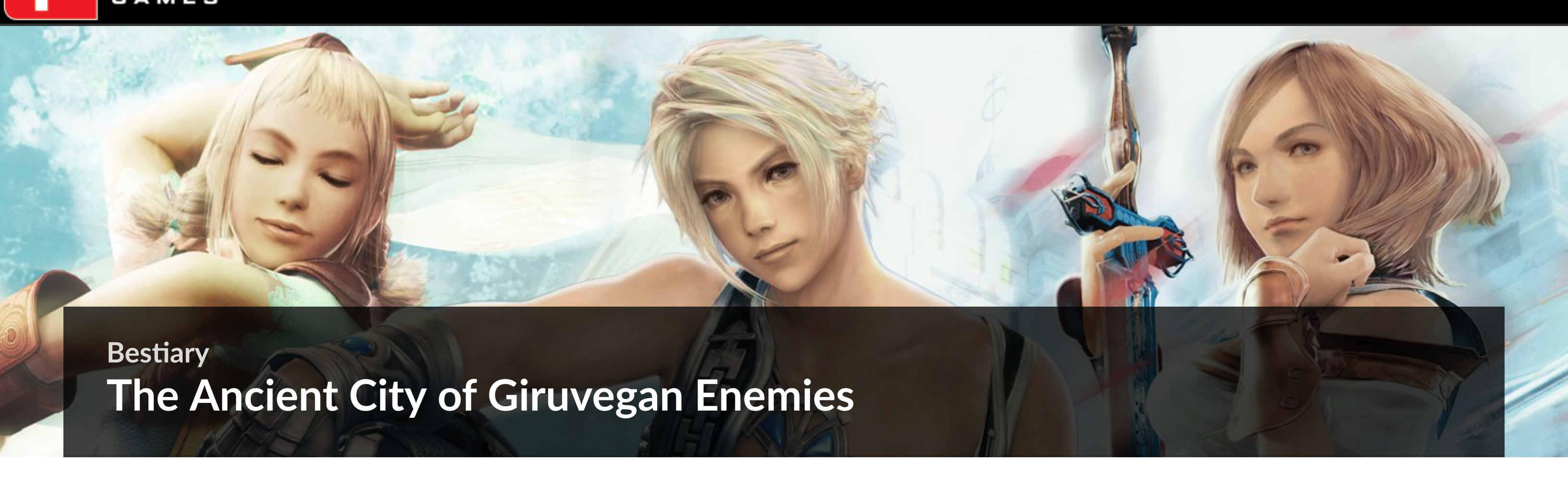
🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-40	3619-4259	285-345	31-37	21	50-52	21-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56-60	25-27	25-29	8	1473-1821	1	285-739	0

Drop: Prime Pelt, Dark Crystal, X-Potion, Libra Gem

Steal: Dark Crystal, Libra Gem, Power Vest



Bestiary

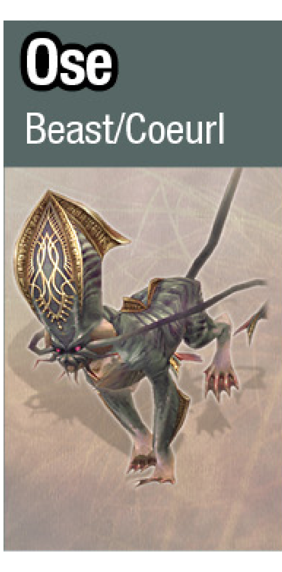
The Ancient City of Giruvegan Enemies

Ose

161

Beast/Coeurl

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44-45	3739-7059	999	34-37	23	50-51	40-42

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-65	25-26	34-36	7	1887-2061	1	330-557	0

Drop: Prime Pelt, Dark Crystal, Morning Star, Libra Gem

Steal: Chronos Tear, Prime Pelt, Libra Gem

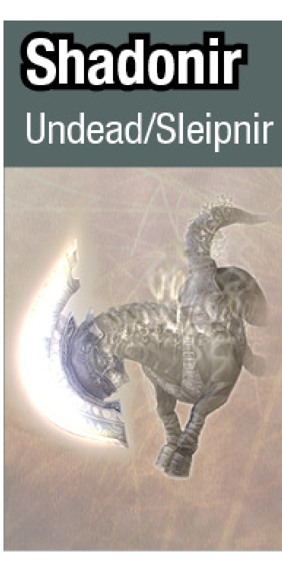
Poach: Prime Pelt, Coeurl Whisker

Shadonir

162

Undead/Sleipnir

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
59-60	25544-25864	870-900	47-50	38	61-62	26-28

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
95-97	34-35	37-39	0	3908-7082	1	551-778	0

Drop: Charger Barding, Storm Crystal, Teleport Stone, Aries Gem

Steal: Storm Crystal, Charger Barding, Aries Gem

Poach: Charger Barding, Spica

Giruveganus

163

Dragon/Tyrant

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	13006-13686	285-405	33-37	16-19	51-58	23-26
60-61	45194-45874	435-555	47-51	35-38	65-72	28-31

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60-64	25-28	22-24	0	5259-5462	2	713-1233	0
97-101	32-35	32-34	0	14391-14594	2	1148-1668	0

Drop: Prime Tanned Hide, Dark Crystal, X-Potion, Leo Gem

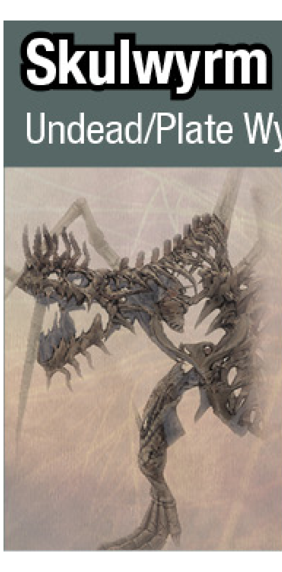
Steal: Prime Tanned Hide, Broken Greataxe, Carabineer Mail

Skulwyrm

164

Undead/Plate Wyrm

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-40	14895-16255	999	37-45	20-26	57-71	19-25
60-62	41264-41944	999	50-54	39-42	63-70	24-27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-71	29-35	31-35	0	5144-5550	2	630-1670	0
96-100	36-39	36-38	0	12078-12290	3	967-1484	0

Drop: Battlewyrm Carapace, Dark Crystal, Hi-Potion, [a] Bastard Sword, [b] Charger Barding

Steal: Dark Crystal, [a] Charger Barding, Wyrm Bone, [b]Sweep

Vivian

165

Plant/Malboro

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-44	6529-7006	999	31-35	21-27	48-58	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-68	24-30	33-37	0	3380-3748	1	330-720	0

Drop: Dark Crystal, Malboro Flower, Teleport Stone, Virgo Gem

Steal: Dark Crystal, Soleil Fang, Virgo Gem

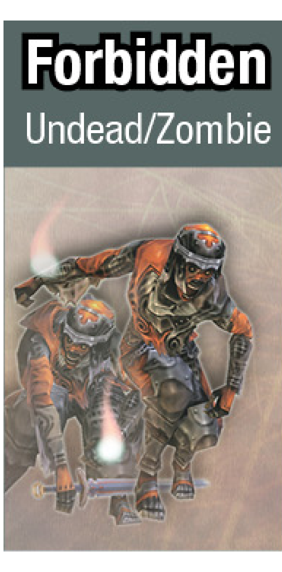
Poach: Malboro Flower, Cleric's Robes

Forbidden

166

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
58-59	17684-17864	999	45-47	40-42	53	25
58-60	17684-18044	999	45-49	40-44	53	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
94-97	21-23	35-36	0	6347-6507	1	482-625	0
94-100	32-36	35-37	0	6347-6667	1	482-768	0

Drop: Dark Crystal, Echo Herbs, Forbidden Flesh, Capricorn Gem

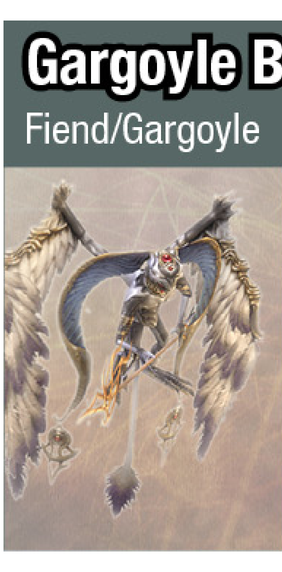
Steal: Remedy, X-Potion, Kaiser Shield

Gargoyle Baron

167

Fiend/Gargoyle

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	6071-6231	999	32-34	22-25	45	21-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
61-63	27-28	32-36	7-9	2817-2993	1	345-546	0

Drop: Dark Crystal, Demon Tail, Chronos Tear, Doom Mace

Steal: Demon Tail, Dark Crystal, X-Potion

Poach: Demon Tail, Scorpio Gem

Reaper

168

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-46	9931-10111	999	34-36	24-26	43	19
62-63	27509-27689	999	47-49	43-45	55	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-65	24-26	30-31	4	3185-3345	1	390-533	0
95-98	31-33	35-36	6	7482-7642	1	597-740	0

Drop: Dark Crystal, Book of Orgain-Cent, Serum, Capricorn Gem

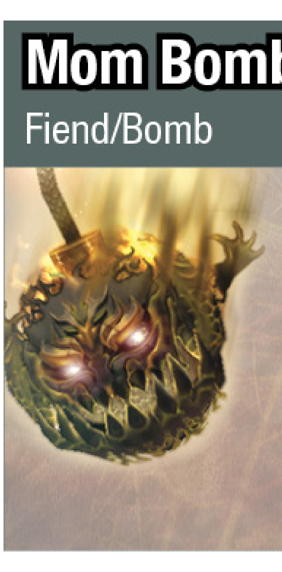
Steal: Dark Crystal, Book of Orgain-Cent, Caliper

Mom Bomb

169

Fiend/Bomb

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-46	6384-6544	999	31-33	23-26	50	21-22
45-46	5107-5267	999	31-33	23-26	50	21-22
59-62	17684-18164	999	44-50	42-51	61	26-29

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-61	26-27	34-38	7-9	2263-2439	1	315-516	0
59-61	26-27	34-38	7-9	2263-2439	1	315-516	0
92-98	33-36	39-51	12-18	4835-5363	1	482-1085	0

Drop: Bomb Shell, Fire Crystal, Diamond Armlet, Scorpio Gem

Steal: Bomb Shell, Soleil Fang, Scorpio Gem

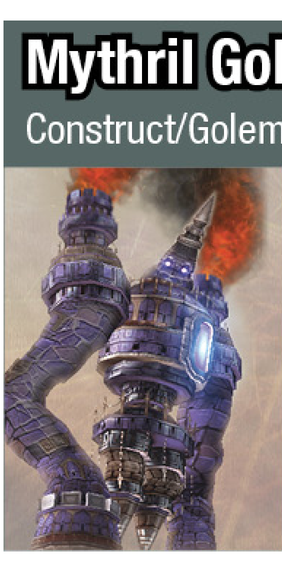
Poach: Bomb Shell, Scorpio Gem

Mythril Golem

170

Construct/Golem

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	17733-17973	999	34-36	25-27	41	18-19
45-48	17733-18453	999	34-40	25-31	41	18-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-66	29-32	32-34	0	3430-3678	2	420-615	0
63-72	29-38	32-38	0	3430-4174	2	420-1005	0

Drop: Iron Ore, Fire Crystal, Gaia Gear, Aquarius Gem

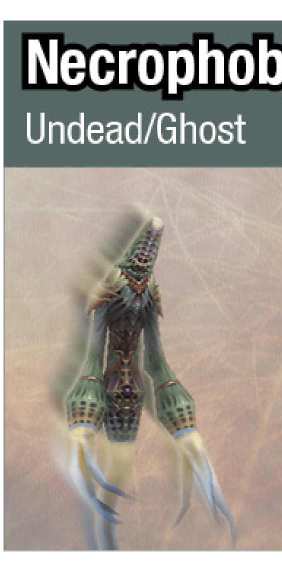
Steal: Iron Ore, Fire Crystal, Mythril

Necrophobe

171

Undead/Ghost

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	8511-8691	999	33-35	22-24	41	19
58-60	23579-23939	999	46-50	41-45	53	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-68	24-26	32-33	1	3063-3223	1	375-518	0
95-101	34-35	37-39	2	7195-7515	1	574-860	0

Drop: Dark Crystal, Bacchus's Wine, Sky Jewel, Capricorn Gem

Steal: Sky Jewel, [b] Shock Mote, Hermes Sandals

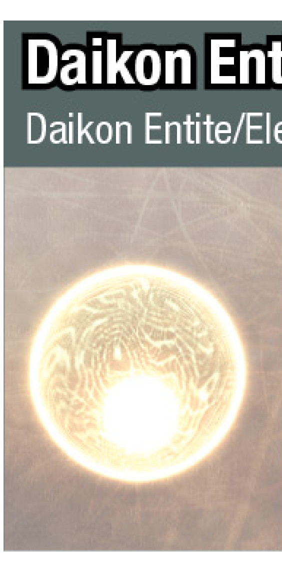
Poach: Sky Jewel, Ambrosia

Daikon Entite

172

Daikon Entite/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	AB	W

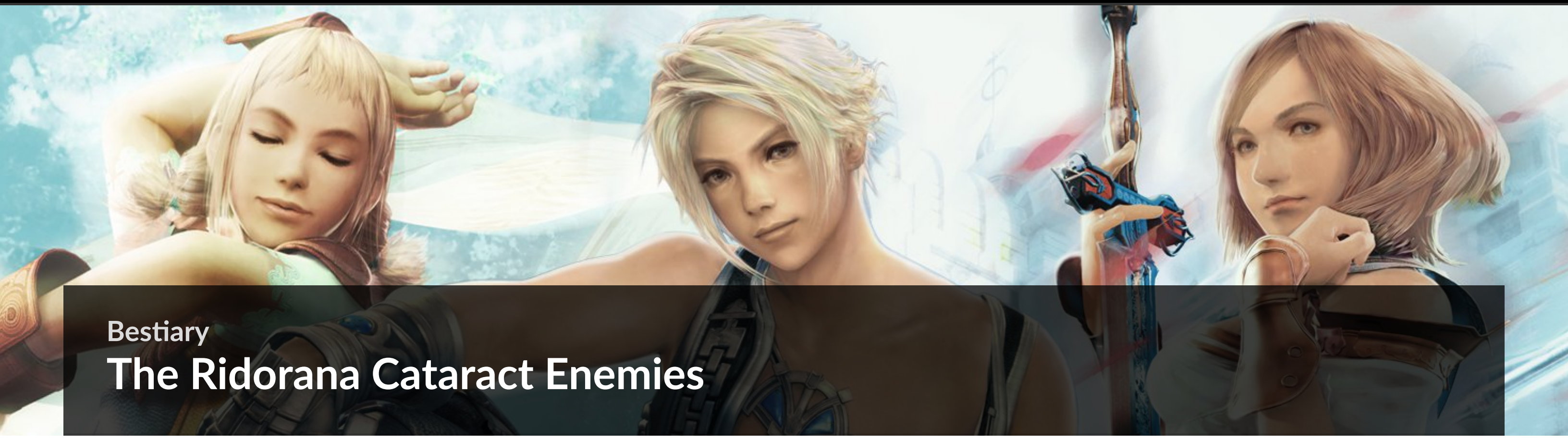


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Holy Crystal, Feystone, Diakon Halcyon, Ether

Steal: Holy Crystal, Feystone, Diakon Halcyon



Bestiary

The Ridorana Cataract Enemies

Deathclaw

173

Insect/Mantis

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-48	12682-13162	550-564	38-42	18	51-55	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-79	30-36	28	0	3947-4261	1	413-733	0

Drop: Charger Barding, Storm Crystal, X-Potion, Cancer Gem

Steal: Charger Barding, Serum, Zwill Crossblade

Poach: Charger Barding, Cancer Gem

Cassie

174

Plant/Malboro

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-

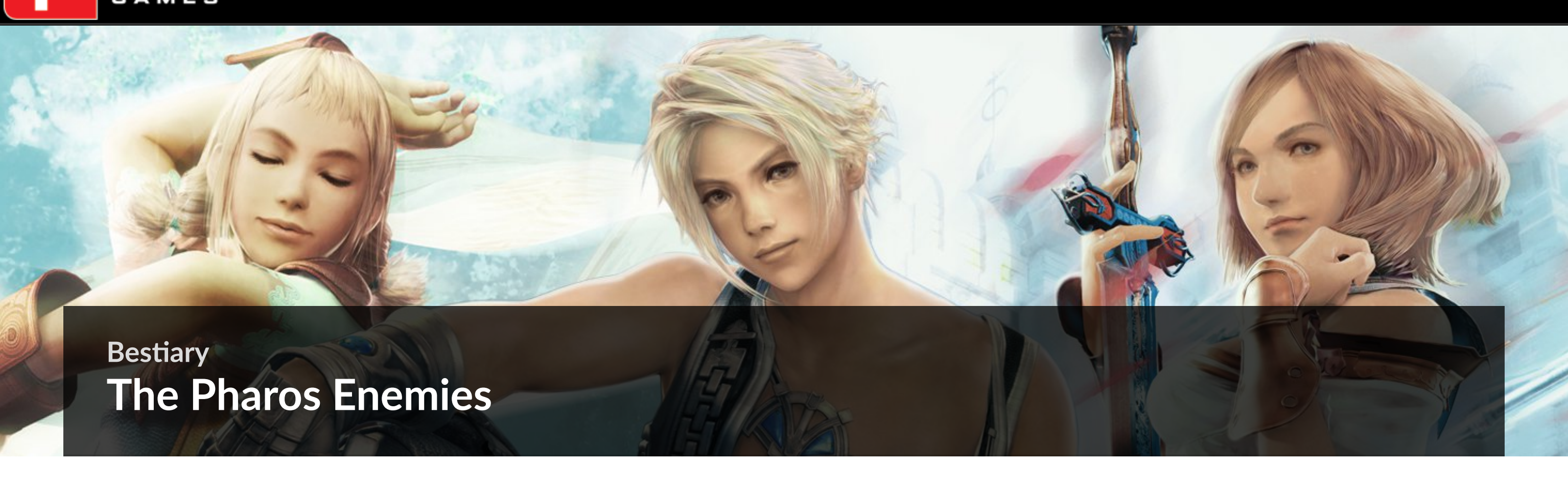
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	8840-9080	999	34-36	23-26	50-55	21-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
73-76	26-29	34-36	0	4357-4541	1	363-558	0

Drop: Earth Crystal, Bacchus's Wine, Malboro Flower, Virgo Gem

Steal: Malboro Flower, Virgo Gem, Chaperon

Poach: Malboro Flower, Ketu Board



Bestiary

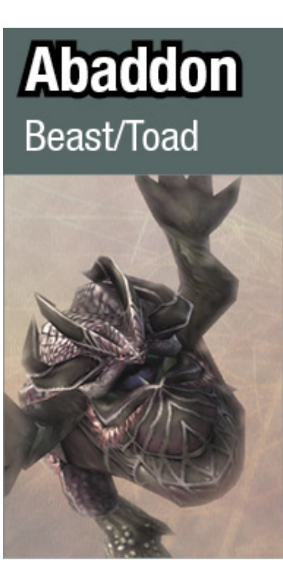
The Pharos Enemies

Abaddon

175-A

Beast/Toad

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-49	13239-13879	999	37-43	25	51-53	20-24
55-56	16578-16898	999	46-49	39	59-60	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
76-80	30-32	33-37	4	4615-4963	1	432-686	0
91-93	32-33	35-37	5	5221-5395	1	476-703	0

Drop: Dark Crystal, Serum, Solid Horn, Aries Gem

Steal: Solid Horn, Teleport Stone, Aries Gem

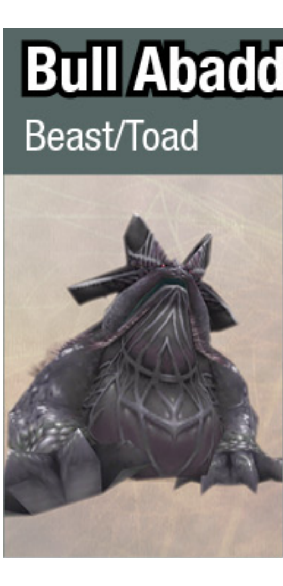
Poach: Solid Horn, Rubber Suit

Bull Abaddon

175-B

Beast/Toad

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
56-58	19894-20534	999	48-54	40	61-63	24-28

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
92-96	34-36	37-41	5	5741-6089	1	524-978	0

Drop: Dark Crystal, Serum, Solid Horn, Aries Gem

Steal: Solid Horn, Teleport Stone, Aries Gem

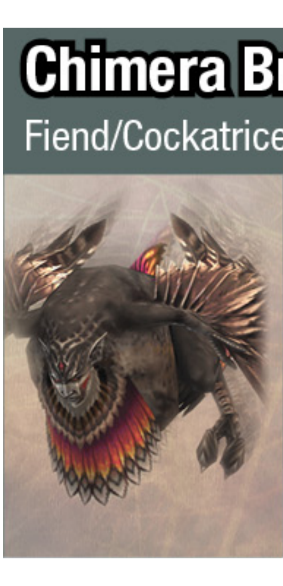
Poach: Solid Horn, Rubber Suit

Chimera Brain

176

Fiend/Cockatrice

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-46	9992-10112	999	35-37	25	45-47	23-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
72-74	26-28	34-35	8-11	2917-3088	1	363-450	0

Drop: Dark Crystal, Hi-Potion, Windslicer Pinion, Taurus Gem

Steal: 60 Gil, Taurus Gem, Celebrant's Miter

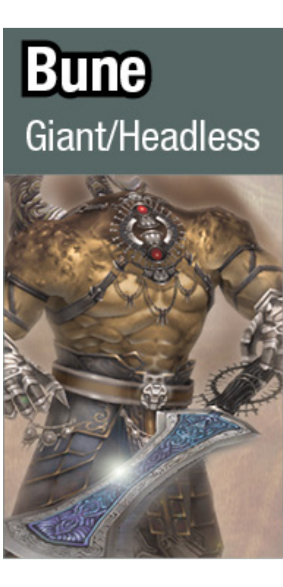
Poach: Windslicer Pinion, Chimera Head

Bune

177

Giant/Headless

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
48-49	13239-13659	600-605	38-40	20-22	45-47	21
58-59	16578-16998	650-655	47-49	34-36	53-55	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-81	30-32	30	0	4615-4778	1	432-708	0
93-96	32-34	32	0	5221-5384	1	476-752	0

Drop: Fire Crystal, Forbidden Flesh, Gungnir, Gemini Gem

Steal: Gold Needle, Forbidden Flesh, Gemini Gem

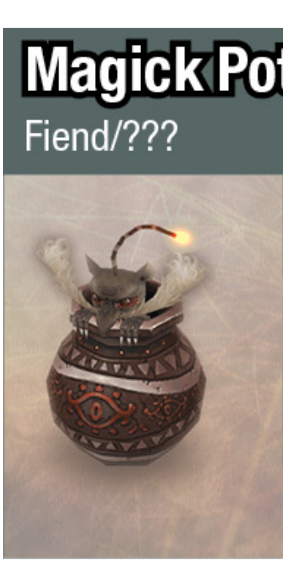
Poach: Forbidden Flesh, Damascus Steel

Magick Pot

178

Fiend/???

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	AB	AB	AB	AB	AB	AB	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
60	30000	999	99	99	21	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
120	255	255	10	1	123	1	0

Drop: Ether, Megalixir

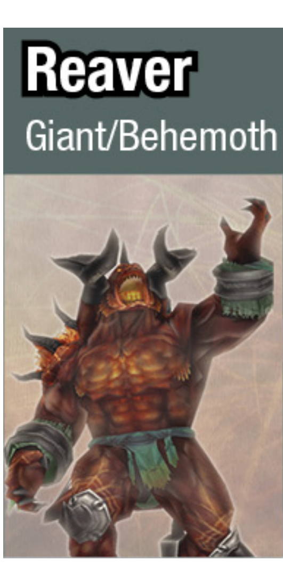
Steal: Elixir, Baltoro Seed

Reaver

179-A

Giant/Behemoth

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49-50	22771-23191	720-725	40-42	20-22	51-53	20
56-61	28513-30613	780-805	49-59	34-44	59-69	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-81	29-31	31	0	6539-3702	2	648-924	0
93-108	31-41	33	0	7394-8209	2	715-2095	0

Drop: Wind Crystal, Beastlord Hide, Domaine Calvados, Gemini Gem

Steal: Beastlord Hide, Serum, [a] Gemini Gem, [b] Golden Axe

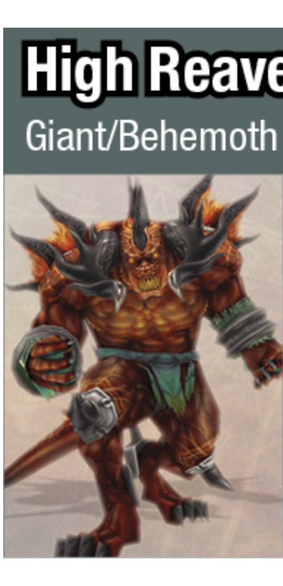
Poach: Beastlord Hide, Gemini Gem

High Reaver

179-B

Giant/Behemoth

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
57-66	34216-37996	858-903	51-69	35-53	61-79	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
94-121	33-51	35	0	8134-9601	2	787-3271	0

Drop: Wind Crystal, Beastlord Hide, Domaine Calvados, Gemini Gem

Steal: Beastlord Hide, Serum, Golden Axe

Poach: Beastlord Hide, Gemini Gem

Crusader

180

Undead/Skeleton

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	10592-10772	999	37-39	23-25	45	23
44-45	10592-10772	999	37-39	23-25	50	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-78	28-30	30-31	8	4868-2028	1	396-539	0
75-78	28-30	30-31	8	4636-4796	1	396-539	0

Drop: [a] Blood-darkened Bone, [b] Sturdy Bone, Dark Crystal, Crown of Laurels, Capricorn Gem

Steal: [a] Blood-darkened Bone, [b] Sturdy Bone, [a] X-Potion, [b] Capricorn Gem, [a] Capricorn Gem [b] X-Potion

Aeronite

181

Dragon/Wyvern

🔥	⚡	❄	🪨	💧	🍃	○	●
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
59-60	27838-28518	999	46-50	41-44	65-72	25-28
49-50	18004-18684	999	37-41	26-29	55-62	22-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
94-98	29-32	33-35	0	8222-8424	2	701-1221	0
77-81	26-29	30-32	0	6156-6359	2	576-1096	0

Drop: Wyvern Fang, Ice Crystal, Dragon Helm, Leo Gem

Steal: Wyvern Fang, Hi-Potion, Leo Gem

Poach: Wyvern Fang, Wyvern Wing

Dragon Lich

182

Undead/Plate Wyrm

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49-51	22241-23601	999	41-49	23-29	53-67	20-26
59-64	27851-31251	999	50-70	37-52	61-96	22-37

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-86	32-38	32-36	0	8078-8484	2	756-1796	0
93-113	34-49	34-44	0	9134-10149	2	834-3434	0

Drop: Dark Crystal, Hi-Potion, Charger Barding, Hastega Mote

Steal: Charger Barding, X-Potion, Corpse Fly

Cataract Aevis

183

Avion/Diver

🔥	⚡	❄	🪨	💧	🍃	○	●
-	W	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50-51	23241-23921	999	42-46	23-26	53-60	20-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
77-81	33-36	30-32	0	8078-8281	2	756-1276	0

Drop: Charger Barding, Ice Crystal, Cura Mote, Caldera

Steal: Charger Barding, 50 Gil, Leo Gem

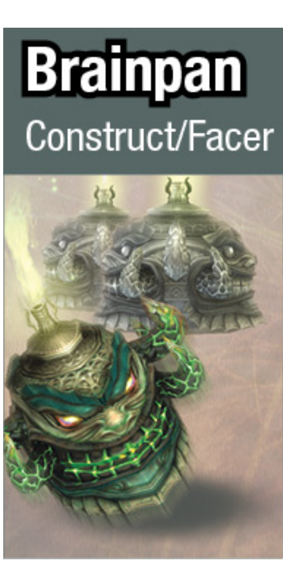
Poach: Charger Barding, Leo Gem

Brainpan

184

Construct/Facer

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL

Drop: Quality Stone, Dark Crystal, Nu Khai Sand, Aquarius Gem

Steal: Dark Crystal, Chronos Tear, X-Potion

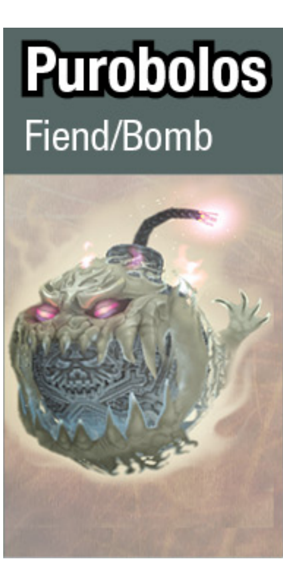
Poach: Quality Stone, Magepower Shishak

Purobolos

185

Fiend/Bomb

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	15358	840	36	26	63	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
74-76	29-30	35-39	8-10	3554-3730	1	378-579	0

Drop: Dark Crystal, Bomb Shell, Handkerchief, Scorpio Gem

Steal: Bomb Shell, Dark Crystal, Scathe Mote

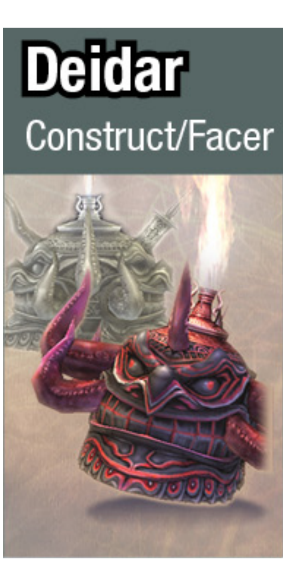
Poach: Bomb Shell, Mallet

Deidar

186

Construct/Facer

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	15358	840	34	26	63	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75	35	36	0	3574	1	407	0

Drop: Quality Stone, Dark Crystal, Antares, Aquarius Gem

Steal: Dark Crystal, Quality Stone, Aquarius Gem

Poach: Quality Stone, Orichalcum

Mistmare

187

Fiend/Nightmare

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-47	12180-12500	999	37-41	25-31	45	21-23
54-56	15251-15571	999	46-50	39-45	53	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-79	28-30	34-42	5-9	4615-4967	1	432-834	0
90-94	30-32	36-44	6-10	5221-5573	1	476-878	0

Drop: Water Crystal, Chronos Tear, Grimoire Aidhed, Scorpio Gem

Steal: Grimoire Aidhed, Water Crystal, Reflectga Mote

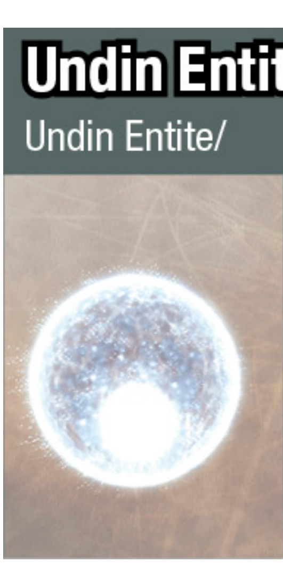
Poach: Grimoire Aidhed, Black Robes

Undin Entite

188

Undin Entite/

🔥	⚡	❄	🪨	💧	🍃	○	●
W	NE	NE	NE	AB	NE	NE	NE

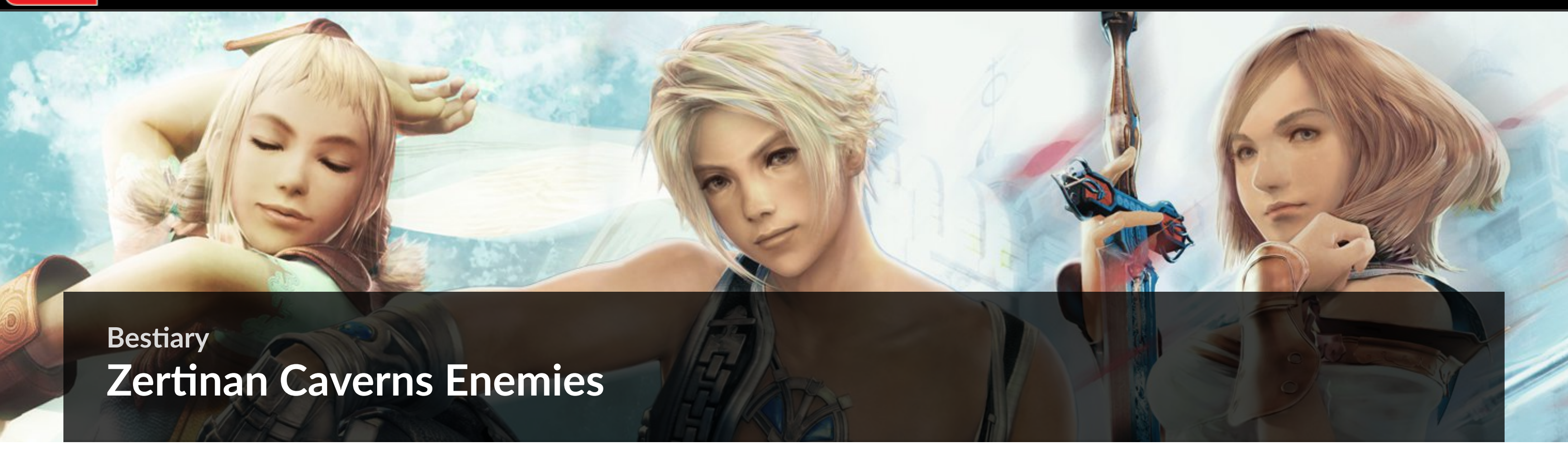


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	42	25
45	48042	999	30	33	38	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0
66	48	52	2	12627	7	1320	0

Drop: Water Crystal, Feystone, Undin Halcyon, Ether

Steal: Water Crystal, Feystone, Undin Halcyon



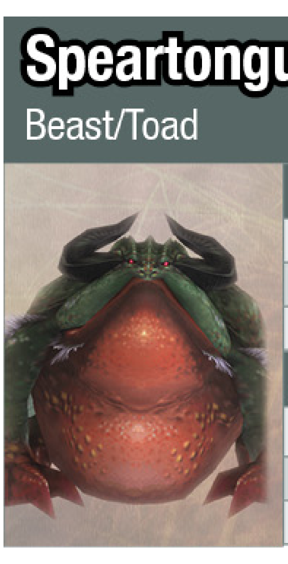
Bestiary

Zertinan Caverns Enemies

Speartongue

189

Beast/Toad



🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-17	1508-1828	390-420	21-24	14	34-35	14-16
16-17	1792-2112	540-570	23-26	15	29-30	13-15
11-13	1098-1738	325-385	17-23	14	29-31	13-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
23-25	13-14	11-13	2	375-849	1	108-335	0
23-25	24-25	5-7	0	675-849	1	108-335	0
21-25	11-13	10-14	2	511-859	1	90-544	0

Drop: Water Stone, Horn, Teleport Stone, Aries Gem

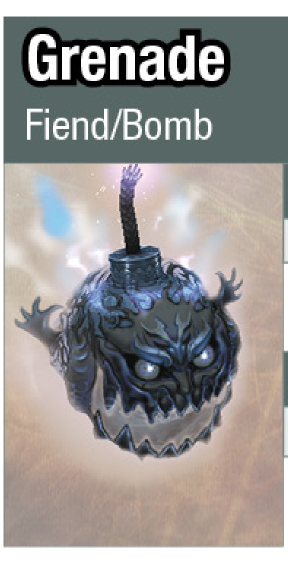
Steal: Water Stone, Horn, Potion

Poach: Horn, Frog Oil

Grenade

190

Fiend/Bomb



🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-38	4819-5299	999	30-36	22-31	53	20-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
51-57	23-26	28-40	6-12	2337-2862	1	268-871	0

Drop: Fire Crystal, Chronos Tear, Bomb Shell, Scorpio Gem

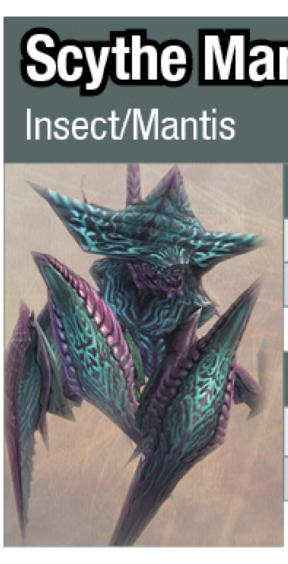
Steal: Fire Crystal, Scorpio Gem, Opal Ring

Poach: Bomb Shell, Bomb Fragment

Scythe Mantis

191

Insect/Mantis



🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	W	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	8835-9075	425-432	33-35	15	53-55	18
37-39	8835-9315	425-439	33-37	15	53-57	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56-58	25-28	21	0	2526-2683	1	319-479	0
56-60	25-31	21	0	2526-2840	1	319-639	0

Drop: [a] Iron Carapace, [b]Insect Husk, Fire Crystal, Nu Khai Sand, Kiku-ichimonji

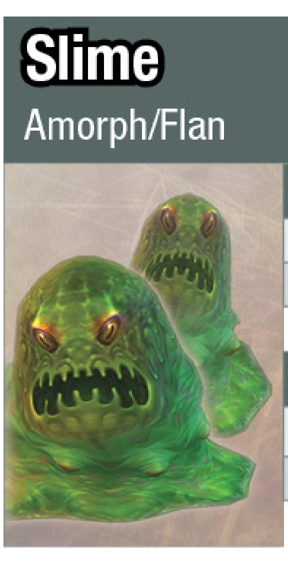
Steal: Fire Crystal, [a] Iron Carapace, [b] Insect Husk, Cancer Gem

Poach: [a] Iron Carapace, [b] Insect Husk, Tattered Garment

Slime

192

Amorph/Flan



🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
15-17	1629-2089	540-680	22-24	15-19	29-33	13
15-17	1659-2119	390-530	22-24	14-18	34-38	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22-26	24-32	5-11	0	675-1019	1	108-498	0
24-8	13-21	11-17	2	675-1019	1	108-498	0

Drop: Green Liquid, Wind Stone, Aqua Mote, Winged Helm

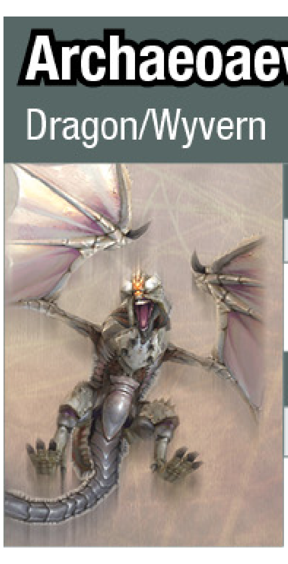
Steal: Green Liquid, Wind Stone, Sagittarius Gem

Poach: Pebble, Yellow Liquid

Archaeoaevis

193

Dragon/Wyvern



🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	W	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
59-99	161622-961622	999	59-99	59-99	99	36

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
98	32-72	34-74	0	9999-36639	2	1065	0

Drop: Battlewyrm Carapace, Storm Crystal, Leo Gem, Cameo Belt

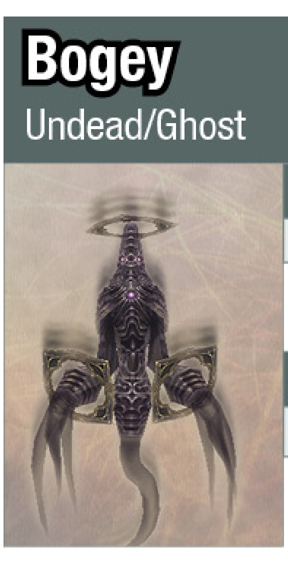
Steal: Teleport Stone, Leo Gem

Poach: Battlewyrm Carapace, Emperor Scale

Bogey

194

Undead/Ghost



🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	6426-6606	999	32-34	21-23	44	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54-57	21*-23	26-27	1	2526-2686	1	319-462	0

Drop: Sky Jewel, Dark Crystal, Nu Khai Sand, Iga Blade

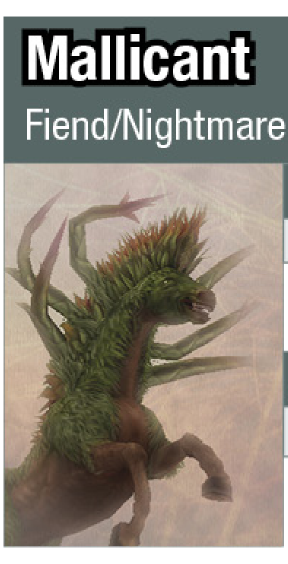
Steal: Gold Needle, Vanishga Mote, Capricorn Gem

Poach: Sky Jewel, Death Powder

Mallicant

195

Fiend/Nightmare



🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	6158-6318	999	32-34	21-24	46	19-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-54	22-23	27-31	4-6	2426-2602	1	306-507	0

Drop: Earth Crystal, Eye Drops, Grimoire Aidhed, Gaia Hat

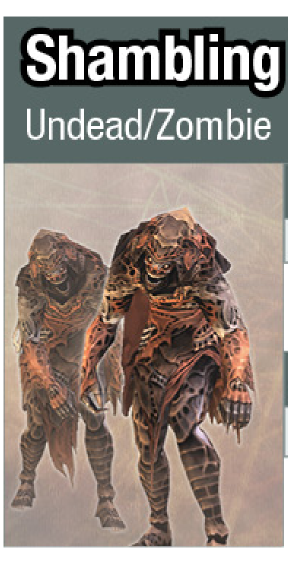
Steal: Phoenix Down, Grimoire Aidhed, Scorpio Gem

Poach: Grimoire Aidhed, Magick Lamp

Shambling Corpse

196

Undead/Zombie



🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	4338-4518	833-873	32-34	24-26	40	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54-55	15-17	24-25	0	446-606	1	80-223	0

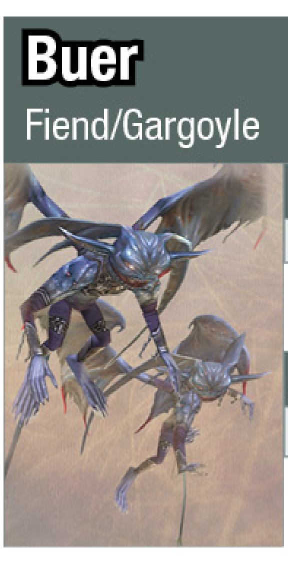
Drop: Dark Crystal, Foul Flesh, Lightning Fang, Platinum Dagger

Steal: Foul Flesh, Dark Crystal, Blood-stained Necklace

Buer

197

Fiend/Gargoyle



🔥	⚡	❄	🪨	💧	🍃	○	●
-	W	-	-	-	-	-	-

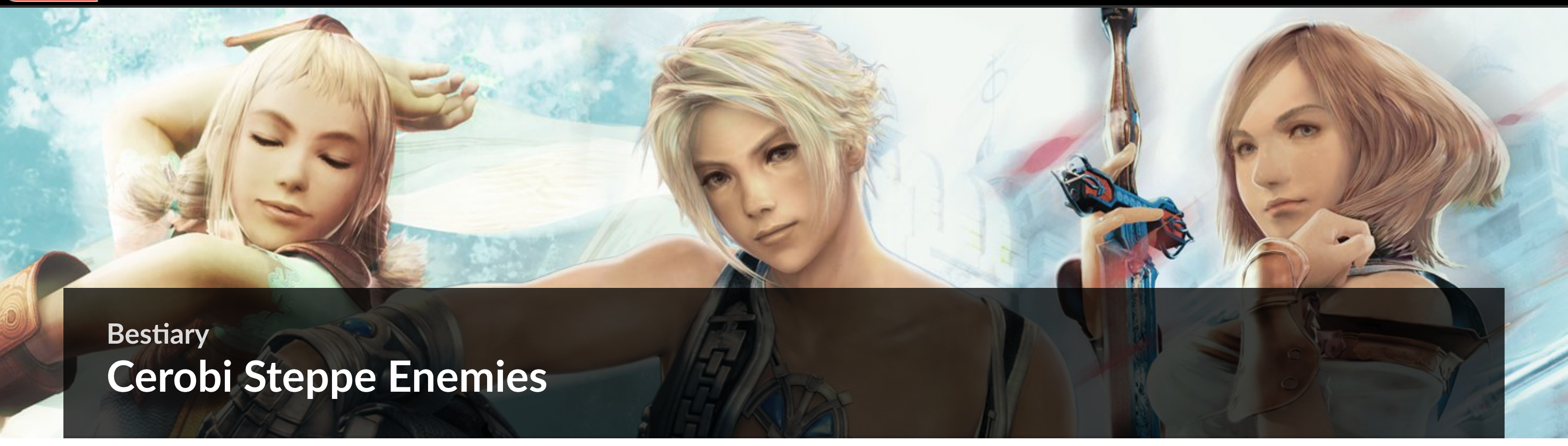
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-39	5622-5942	999	31-35	21-27	48	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53-57	24-26	26-34	6-10	2324-2676	1	293-695	0

Drop: Demon’s Tail, Ice Crystal, Phoenix Down, Gaia Hat

Steal: Ice Stone, Scorpio Gem, Vanishga Mote

Poach: Demon’s Tail, Demon’s Sigh



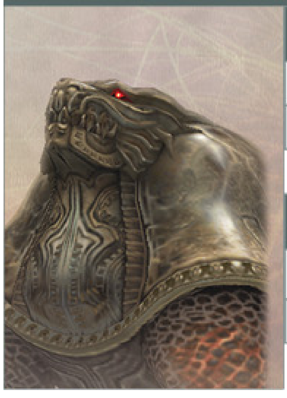
Cerobi Steppe Enemies

Adamantite

198

Beast/Titantoise

🔥	⚡	🧊	🪨	💧	🍃	⚪	🌑
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-41	14704-15024	999	33-36	23	57-58	16-18
40-42	34481-35121	999	36-42	28	63-65	19-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-59	29-30	28-30	0	3576-3750	2	485-712	0
75-79	34-36	36-40	0	5283-5631	2	675-1129	0

Drop: [a] Turtle Shell, [b] Earth Crystal, [a] Water Stone, [b] Hi-Potion, [a] Phoenix Down, [b] Aged Turtle Shell, [a] Water Magicite, [b] Ancient Turtle Shell

Steal: [a] Water Stone, [b] 200 Gil, [a] Aries Gem, [b] Aged Turtle Shell, [a] Soldier's Cap, [b] Aries Gem

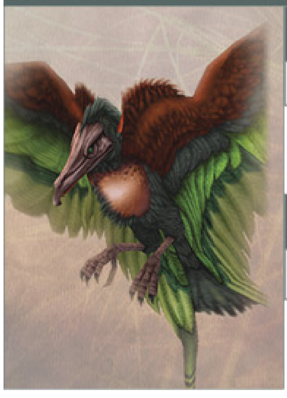
Poach: [a] Turtle Shell, [b] Aged Turtle Shell, [a] Nu Khai Sand, [b] Adamantite

Charybterix

199

Avion/Diver

🔥	⚡	🧊	🪨	💧	🍃	⚪	🌑
-	-	-	W	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-40	21219-21459	999	36-40	25	63-67	23-29

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
76-80	29-33	33-35	10-16	4505-4847	2	576-750	0

Drop: Wind Crystal, Antidote, Windslicer Pinion, Taurus Gem

Steal: Windslicer Pinion, Taurus Gem, Chaos Mace

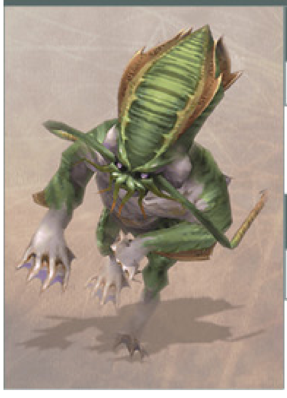
Poach: Windslicer Pinion, Split Armor

Bandercoeurl

200

Beast/Coeurl

🔥	⚡	🧊	🪨	💧	🍃	⚪	🌑
-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39-40	5300-5620	999	30-33	22	53-54	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53-55	23-24	28-30	7	1750-1924	1	297-524	0

Drop: Quality Pelt, Storm Crystal, Teleport Stone, Libra Gem

Steal: Storm Crystal, Phoenix Down, Prime Pelt

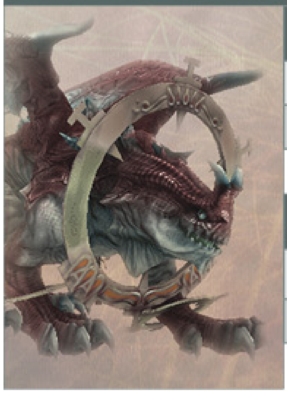
Poach: Quality Pelt, Zephyr Pole

Shield Wyrm

201

Dragon/Fell Wyrm

🔥	⚡	🧊	🪨	💧	🍃	⚪	🌑
-	-	-	AB	-	-	-	-



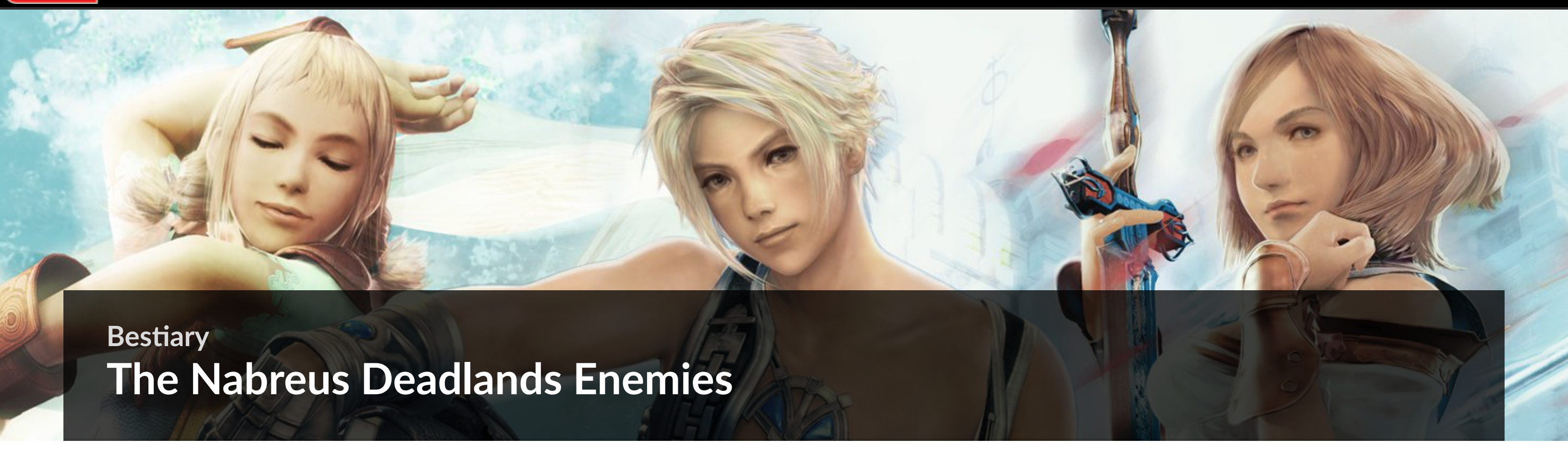
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-44	59679-61039	999	39-47	29-35	65-79	19-25
47-48	35082-35762	999	37-41	24-27	61-68	17-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
79-87	33-39	36-40	0	10874-11280	4	1390-2430	0
67-71	29-32	33-35	0	8887-9090	4	1103-1623	0

Drop: [a] Ring Wyrm Scale, [b] Wyrm Carapace, Earth Crystal, Chronos Tear, [a] Leo Gem, [b] Ring Wyrm Scale

Steal: [a] Ring Wyrm Scale, [b] Wyrm Carapace, Hi-Potion, [a] Winged Boots, [b] Leo Gem

Poach: [a] Ring Wyrm Scale, [b] Wyrm Carapace, Ring Wyrm Liver



Bestiary

The Nabreus Deadlands Enemies

Emeralditan 202-A

Beast/Titantoise

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	20270-20590	999	34-37	23	59-60	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-65	30-31	33-35	0	4317-4491	2	536-763	0

Drop: Aged Turtle Shell, Earth Crystal, Aeroga Mote, Aries Gem

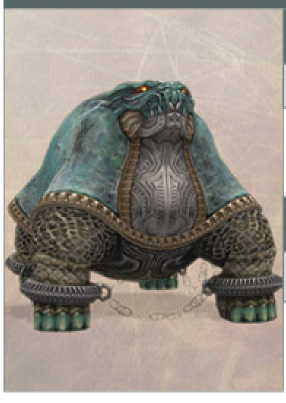
Steal: Aged Turtle Shell, 800 Gil, Turtleshell Choker

Poach: Aged Turtle Shell, Scarletite

Urutan Eater 202-B

Beast/Titantoise

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16	8015	999	26	26	59	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
33	13	9	0	0	8	640	0

Steal: Turtle Shell, Ancient Sword, Aries Gem

Leynir 203

Undead/Sleipnir

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-48	10135-11095	630-720	34-43	19	55-58	22-28

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
64-70	28-31	32-38	0	3047-3569	1	378-1059	0

Drop: Storm Crystal, Charger Barding, Destrier Barding, Defender

Steal: Iron Carapace, Reflectga Mote, Aries Gem

Poach: Iron Carapace, Wargod's Band

Banshee 204

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44-46	7017-7377	999	32-36	21-25	46	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-69	17-21	30-32	0	1867-2187	1	331-617	0

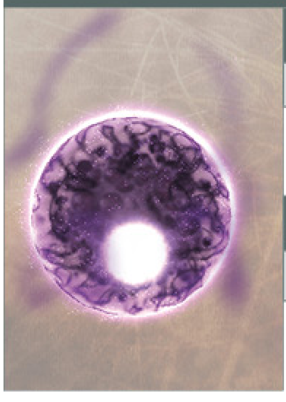
Drop: Dark Crystal, Festering Flesh, X-Potion, Black Mask

Steal: Festering Flesh, Dark Crystal, Zombie Powder

Leamonde Entite 205

Leamonde Entite/Elemental

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	48042	999	30	33	42	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	48	52	2	12627	7	1320	0

Drop: Dark Crystal, Feystone, Leamonde Halcyon, Ether

Steal: Dark Crystal, Feystone, Leamonde Halcyon

Foobar 206

Amorph/Flan

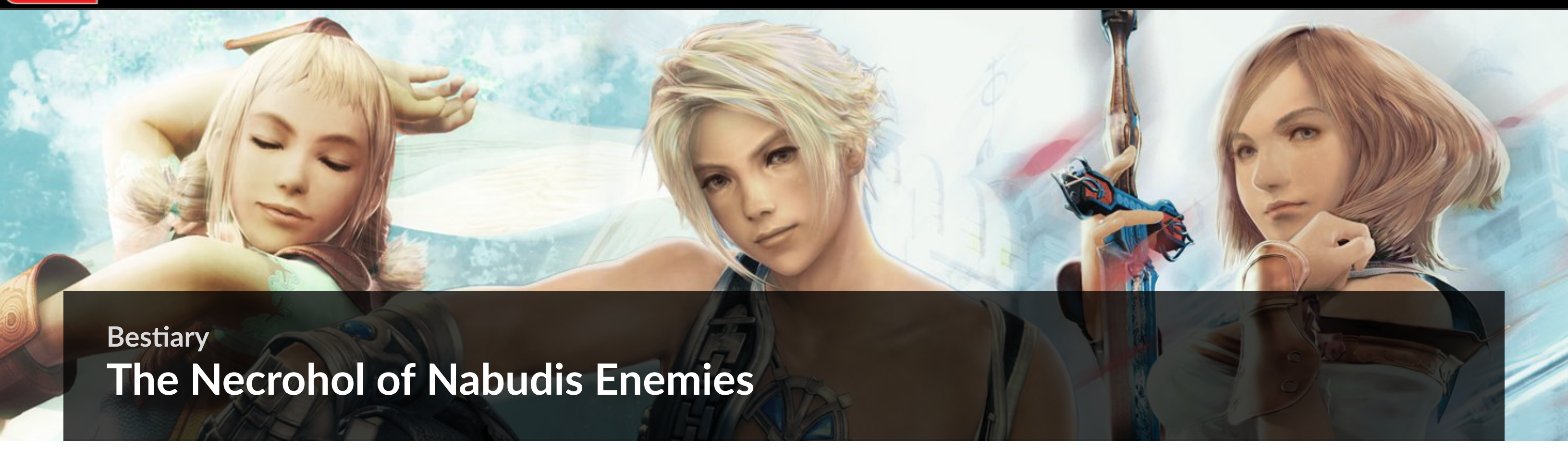
🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	6315-6545	999	31-32	20-22	60-62	19
43-46	10525-11215	999	34-37	23-29	50-56	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-59	39-43	26-29	0	914-1086	1	113-308	0
62-68	39-51	26-35	0	3047-3563	1	378-963	0

Drop: Dark Crystal, Silver Liquid, Teleport Stone, [a] Holy Mote, [b] Minerva Bustier

Steal: Echo Herbs, Sagittarius Gem, [a] Minerva Bustier, [b] Holy Mote



Bestiary

The Necrohol of Nabudis Enemies

Oversoul 207

Undead/Reaper

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-49	20117-20477	2875-2955	59-63	37-41	48	18
47-49	13802-14162	2875-2955	37-41	26-30	50	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-81	28-32	29-31	4	3697-4017	1	449-735	0
75-81	26-30	31-33	4	4249-4569	1	449-735	0

Drop: Dark Crystal, Grimoire Togail, Teleport Stone,Staff of the Magi

Steal: Dark Stone, Grimoire Togail, Capricorn Gem

Babil 208

Construct/Golem

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	AB	W

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	24647-24887	2070-2130	37-39	24-26	48	19-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
76-79	31-34	33-35	0	4577-4825	2	483-678	0

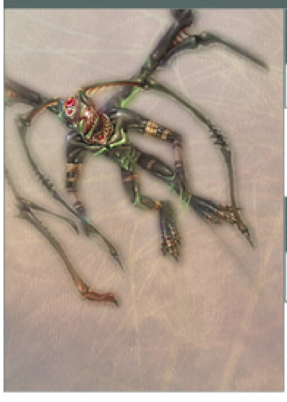
Drop: Quality Stone, Holy Crystal, Runeblade, Holy Mote

Steal: Holy Stone, X-Potion, Einherjarium

Elvoret 209

Fiend/Gargoyle

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-48	10351-10671	1725-2025	35-39	24-30	53	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
74-78	29-31	33-41	8-12	3760-4112	1	397-800	0

Drop: Demon Eyeball, Earth Crystal, Serum, Maxamillian

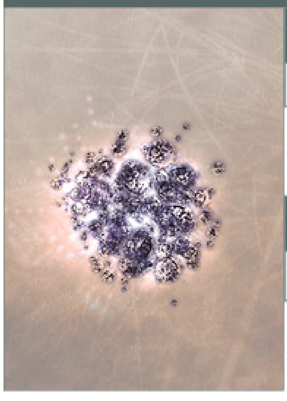
Steal: Demon Eyeball, 500 Gil, Reverse Mote

Poach: Demon Eyeball, Demon Drink

Dark Elemental 210

Dark Elemental/Elemental

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	NE	NE	NE	NE	NE	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	14830	999	25	28	38	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45	42	44	3	5583	4	675	0

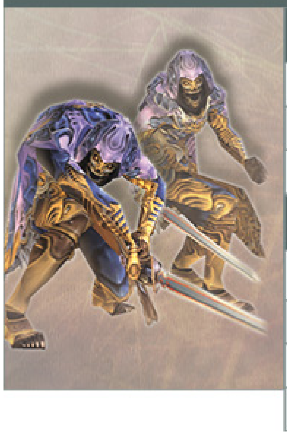
Drop: Dark Magicite, Dark Stone, Feystone, Dark Crystal

Steal: Dark Magicite, Feystone, Dark Crystal

Zombie Warlock 211

Undead/Zombie

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



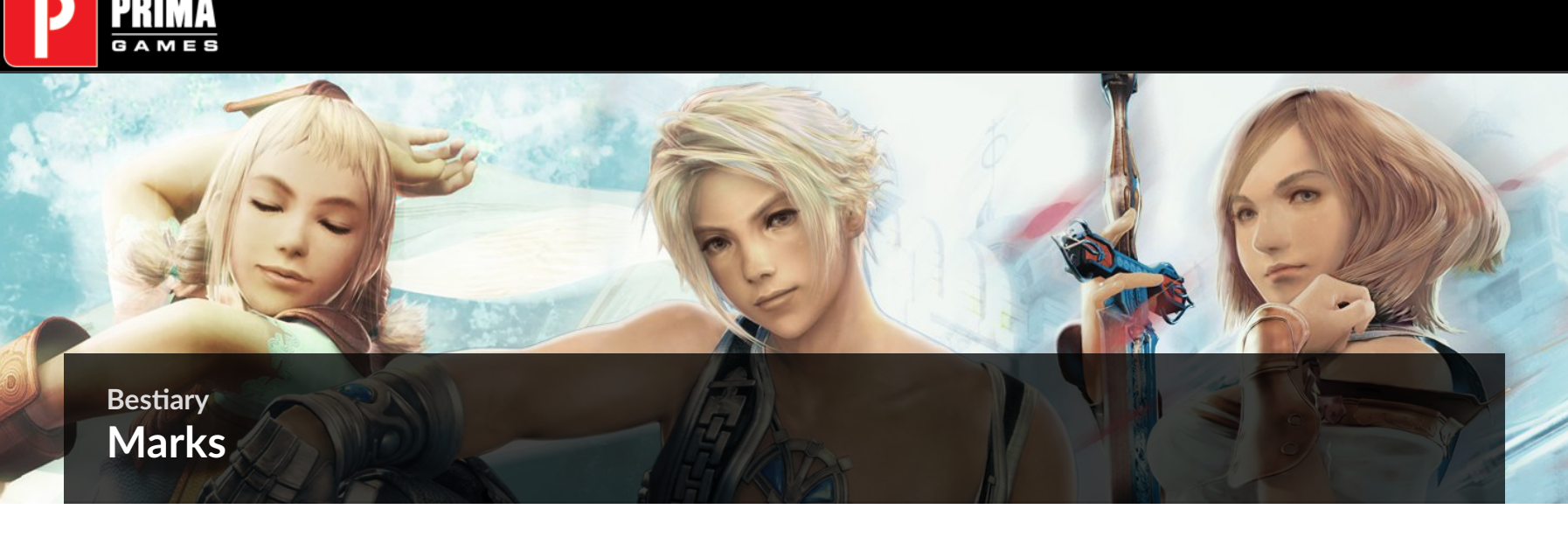
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-38	7625-7985	999	36-40	24-28	43	21
47-48	8875-9055	999	35-37	23-25	48	21
48-50	7598-7958	999	32-36	31-35	43	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
76-82	19-23	31-33	0	2693-3013	1	378-664	0
74-77	18-20	31-32	0	2403-2563	1	362-505	0
70-76	19-23	31-33	0	3838-4158	1	378-664	0
91-94	20-22	33-34	0	4584-4745	1	417-560	0

Drop: Dark Crystal, Forbidden Flesh, Prince's Kiss, Capricorn Gem

Steal: Dark Crystal, 200 Gil, Capricorn Gem

Poach: Maggoty Flesh, Forbidden Flesh



Bestiary

Marks

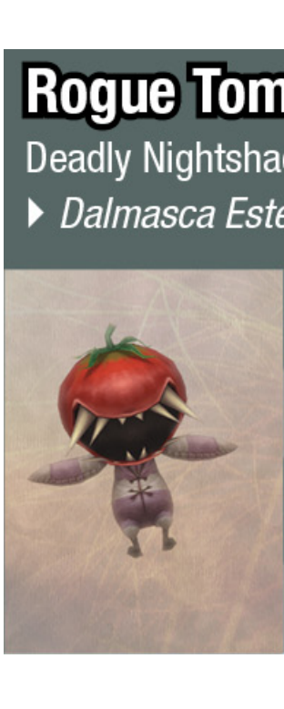
Rogue Tomato

212

Deadly Nightshade

▶ *Dalmasca Estersand, The Stepping*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
2	134	50	9	3	14	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
10	7	18	0	0	3	180	0

Rewards: 300 gil, Potion x2, Teleport Stone

Steal: Pebble, Fire Stone, Potion

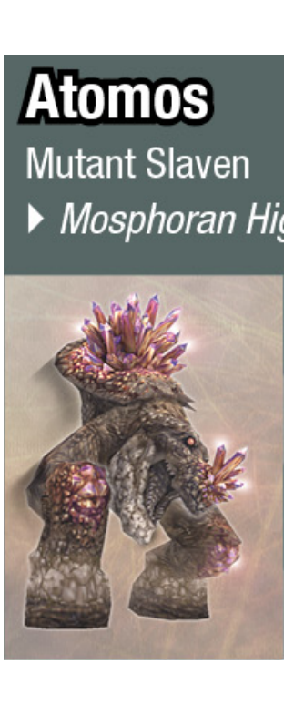
Atomos

213

Mutant Slaven

▶ *Mosphoran Highwaste, Northern Skirts*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
33	40020	360	36	14	69	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
47	14	17	0	0	16	2070	0

Rewards: 1800 gil, Earth Rod, Diamond Shield

Steal: Potion, Tanned Giantskin, Gemini Gem

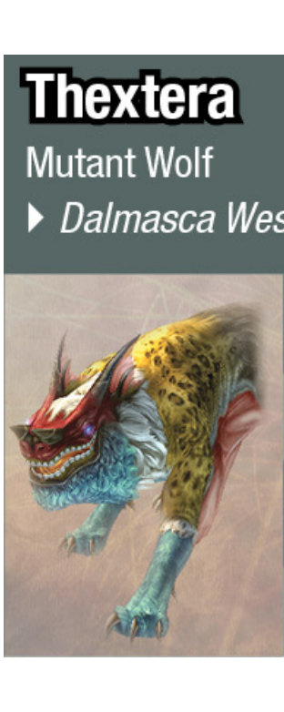
Thextera

214

Mutant Wolf

▶ *Dalmasca Westersand, Galtea Downs*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
6	380	45	13	6	34	8

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
14	4	5	0	0	2	300	0

Rewards: 500 gil, Headguard, Teleport Stone

Steal: Pebble, Potion, Wolf Pelt

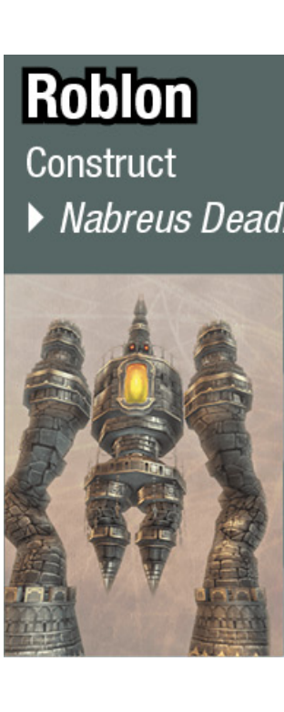
Roblon

215

Construct

▶ *Nabreus Deadlands, Overlooking Eternity*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43	177365	999	37	30	65	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
69	27	29	0	0	26	4410	0

Rewards: 3100 gil, Giant's Helmet, Mythril

Steal: Fire Stone, Iron Ore, Fire Crystal

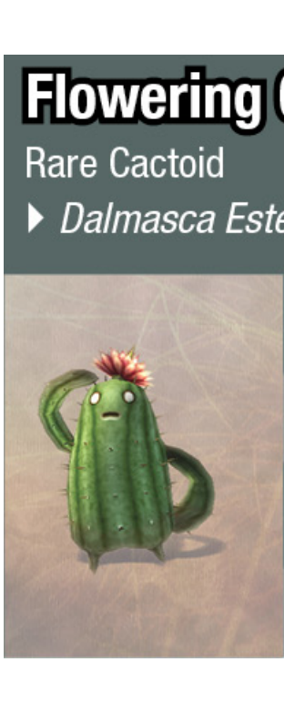
Flowering Cactoid

216

Rare Cactoid

▶ *Dalmasca Estersand, Yardang Labyrinth*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4	755	525	10	10	38	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
15	12	6	40	0	2	300	0

Rewards: 500 gil, Potion x10

Steal: Cactus Fruit, Earth Stone, Potion

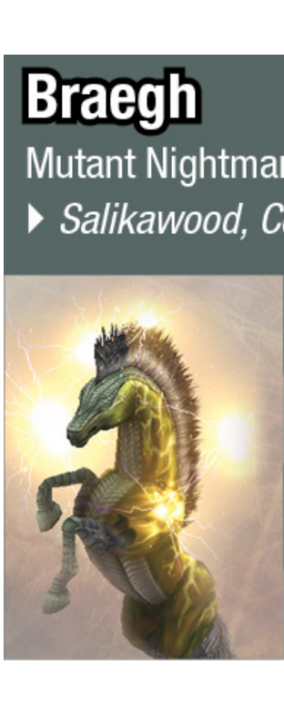
Braegh

217

Mutant Nightmare

▶ *Salikawood, Corridor of Ages*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
NE	AB	W	NE	NE	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35	43283	999	34	22	60	220

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54	16	22	3	0	17	2340	0

Rewards: 1700 gil, Obelisk, Hi-Ether

Steal: Storm Magicite, Storm Crystal, Grimoire Aidhed

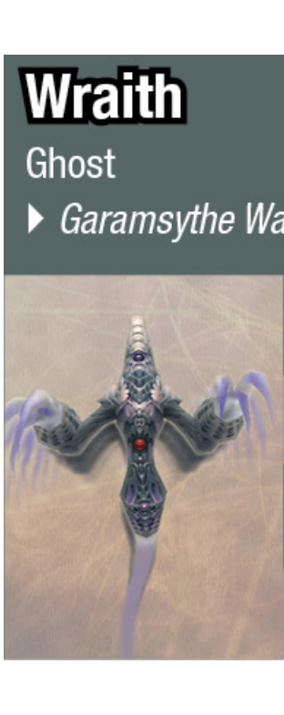
Wraith

218

Ghost

▶ *Garamsythe Waterway, Overflow Cloaca*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	W	AB	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
9	5146	600	18	13	33	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
20	7	10	1	0	5	750	0

Rewards: 500 gil, Gauntlets, Ether

Steal: Glass Jewel, Dark Magicite, Hi-Potion

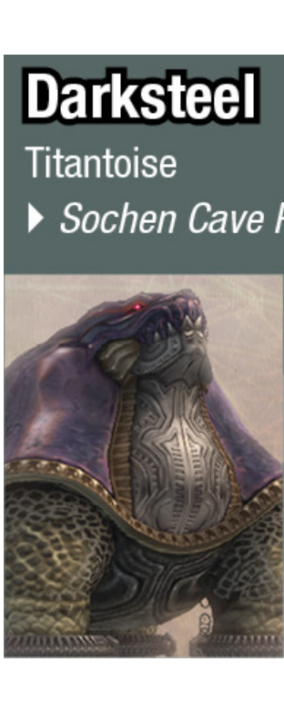
Darksteel

219

Titantoise

▶ *Sochen Cave Palace, Temptation Eluded*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38	111331	999	37	24	77	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59	22	23	0	0	21	4080	0

Rewards: 3000 gil, Adamantite, Lead Bolts

Steal: Eye Drops, Aged Turtle Shell, Ancient Turtle Shell

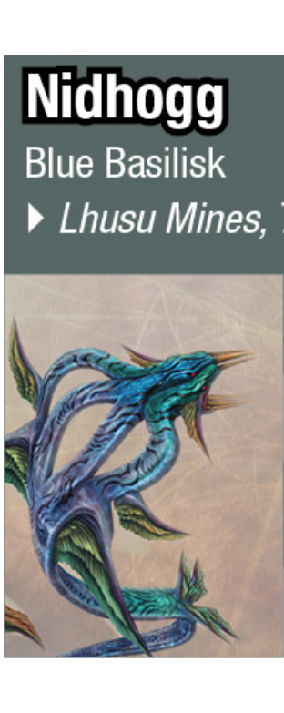
Nidhogg

220

Blue Basilisk

▶ *Lhusu Mines, Transitway 1*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	½	½	½	AB	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
10	6079	120	21	11	40	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25	12	4	3	0	5	780	0

Rewards: 600 gil, Rose Corsage, Balaclava

Steal: Antidote, Tanned Hide, Aries Gem

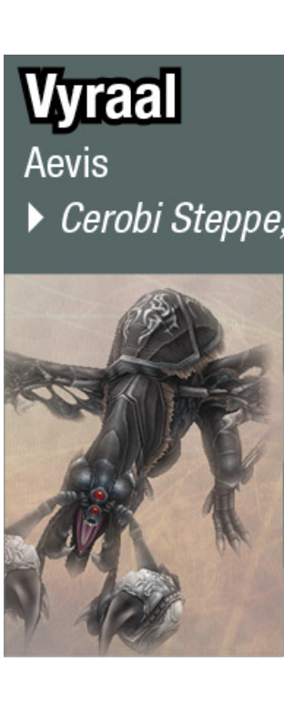
Vyraal

221

Aevis

▶ *Cerobi Steppe, The Northsward*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	AB	½	W	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41	106616	999	76	21	77	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75	48	11	0	0	22	5670	0

Rewards: 3500 gil, Halberd, Crystal Shield

Steal: Spiral Incisor, Charger Barding, Leo Gem

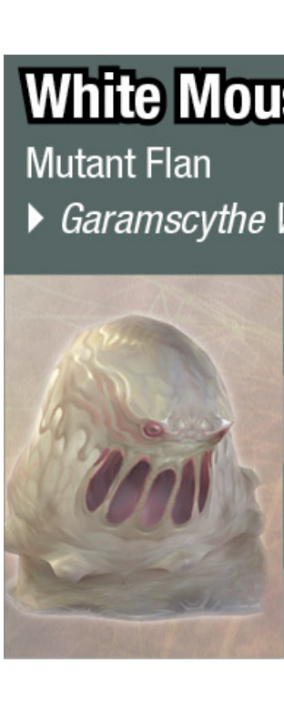
White Mousse

222

Mutant Flan

▶ *Garamscythe Waterway, West Sluice Control*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	½	½	½	AB	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
15	69469	999	36	25	69	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60	35	18	0	0	24	3420	0

Rewards: 2800 gil, Yoichi's Bow

Steal: Potion, Echo Herbs, Hi-Potion

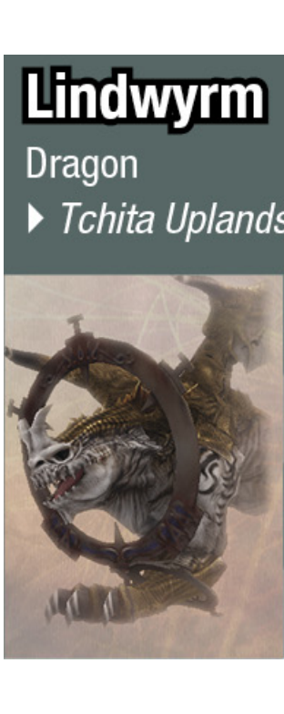
Lindwyrm

223

Dragon

▶ *Tchita Uplands, Garden of Life's Circle*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39	228468	999	56	50	82	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78	23	24	0	0	22	9450	0

Rewards: 4200 gil, Barrel Coat, Hi-Ether

Steal: Pebble, Ring Wyrm Scale, Ring Wyrm Liver

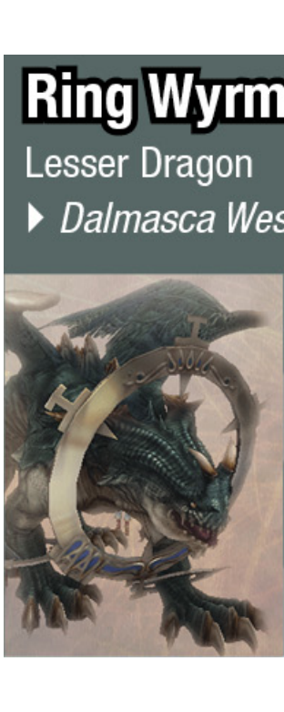
Ring Wyrm

224

Lesser Dragon

▶ *Dalmasca Westersand, Windtrace Dunes*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	½	½	½	AB	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
32	128648	999	38	22	74	11

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
49	18	22	0	0	16	6300	0

Rewards: 200 gil, Moon Ring, Icebrand

Steal: Phoenix Down, Hi-Potion, Water Magicite

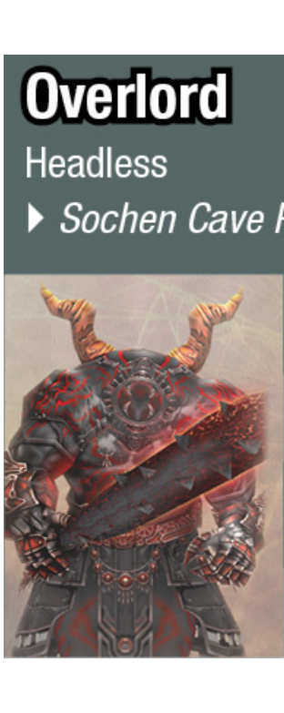
Overlord

225

Headless

▶ *Sochen Cave Palace, Doubt Abandoned*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42	64325	713	65	19	65	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78	24	21	0	0	24	3420	0

Rewards: 3500 gil, Hi-Ether, Teleport Stone

Steal: Forbidden Flesh, Fire Crystal, Jeminii Gem

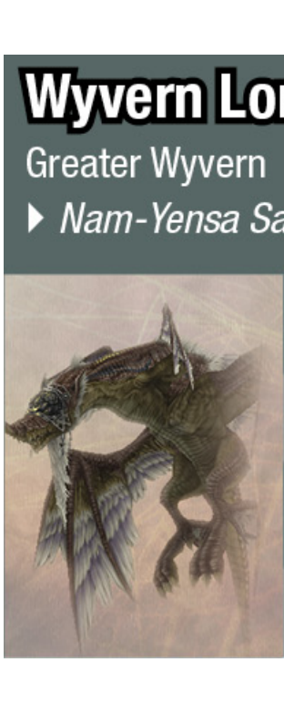
Wyvern Lord

226

Greater Wyvern

▶ *Nam-Yensa Sandsea, Simoon Bluff*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
18	18669	720	24	17	55	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
28	6	5	0	0	8	1440	0

Rewards: 1000 gil, Longbow, Shell Shield

Steal: Yensa Scale, Crooked Fang, Wyvern Wing

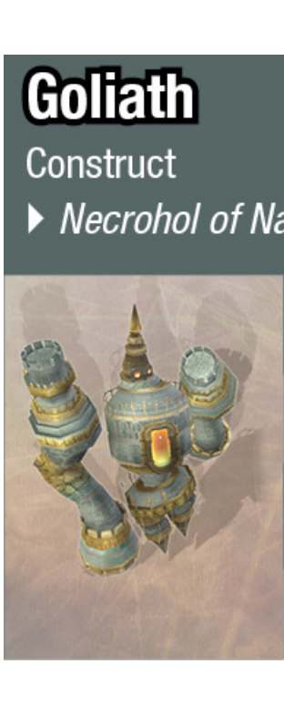
Goliath

227

Construct

▶ *Necrohol of Nabudis, Hall of Slumbering Might*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	AB	W



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	224294	999	42	78	69	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
81	28	30	0	0	27	4830	0

Rewards: 3600 gil, Save the Queen, Einherjarium

Steal: Holy Magicite, Iron Ore, Holy Crystal

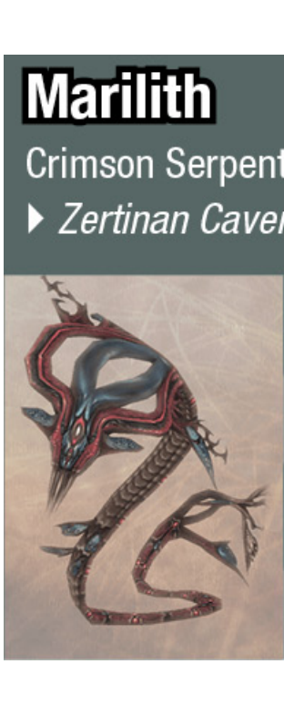
Marilith

228

Crimson Serpent

▶ *Zertinan Caverns, Invitation to Heresy*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	NE	NE	NE	W	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38	54921	540	35	19	74	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
58	21	21	7	0	22	3510	0

Rewards: 2200 gil, Serpent Eye, Teleport Stone x3

Steal: Fire Stone, Prime Tanned Hide, Fire Crystal

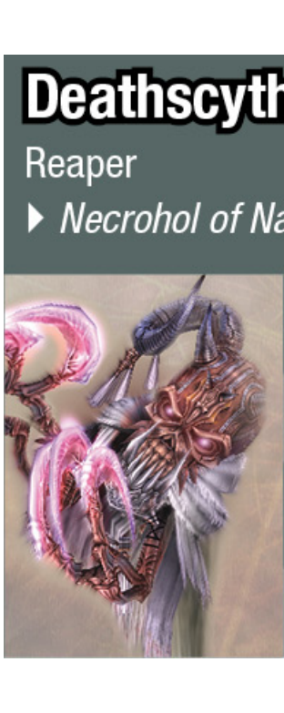
Deathscythe

229

Reaper

▶ *Necrohol of Nabudis, Cloister of the Highborn*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44	125601	999	40	28	72	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
79	23	28	4	0	27	4490	0

Rewards: 2800 gil, Hi-Ether x2, Soul of Thamasa

Steal: Book of Orgain-Mille, Book of Orgain, Capricorn Gem

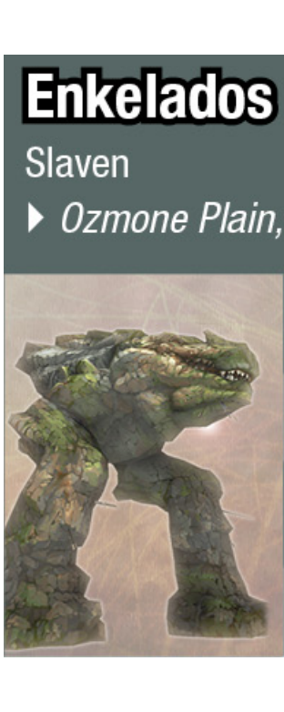
Enkelados

230

Slaven

▶ *Ozmone Plain, The Shred*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	AB	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
22	18709	210	27	12	55	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
34	12	8	0	0	9	1210	0

Rewards: 1100 gil, Ether, Golden Amulet

Steal: Potion, Earth Magicite, Slaven Harness

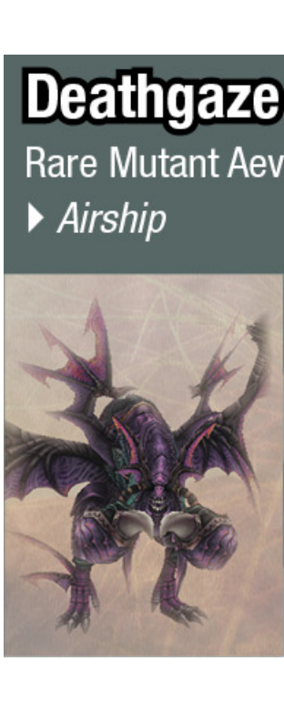
Deathgaze

231

Rare Mutant Aevis

▶ *Airship*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50	184000	999	46	25	99	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
83	29	29	0	0	28	7560	0

Rewards: 3400 gil, Elixir x2

Steal: Phoenix Down, Charger Barding, Emperor Scale

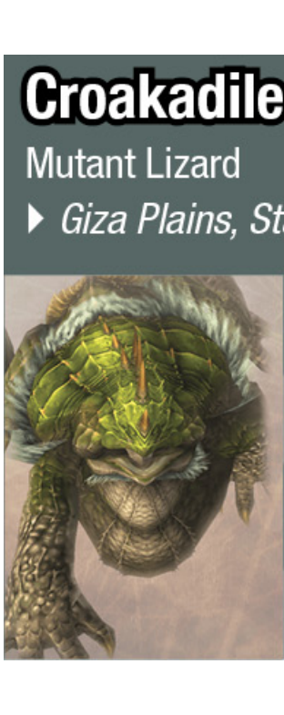
Croakadile

232

Mutant Lizard

▶ *Giza Plains, Starfall Field*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	½	½	½	AB	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24	19449	780	29	18	57	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35	13	13	2	0	10	1440	0

Rewards: 1200 gil, Snake Rod, Teleport Stone

Steal: Horn, Pointed Horn, Aries Gem

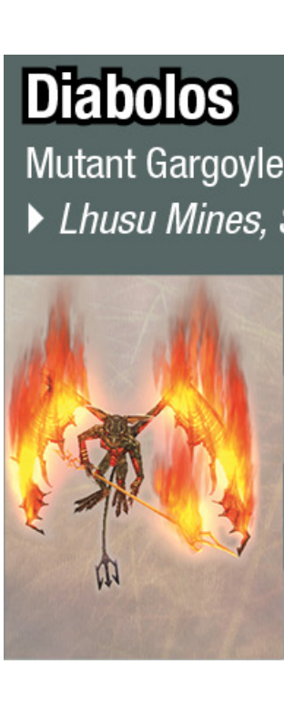
Diabolos

233

Mutant Gargoyle

▶ *Lhusu Mines, Site 11*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	93551	999	83	72	74	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
81	26	30	8	0	27	3800	0

Rewards: 2600 gil, Demon's Shield, Zeus Mace

Steal: Fire Crystal, Demon's Sigh, Scorpio Gem

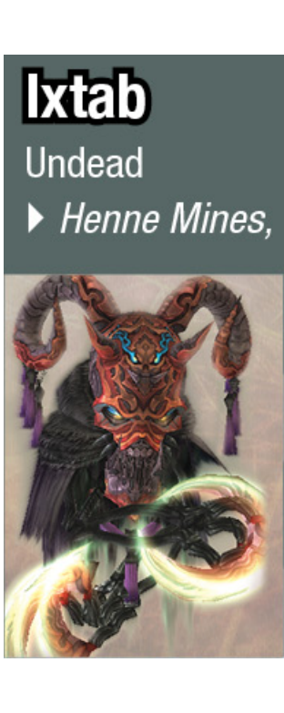
Ixtab

234

Undead

▶ *Henne Mines, Phase 1 - Shaft*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24	22562	999	31	21	49	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
39	11	11	2	0	12	1760	0

Rewards: 1300 gil, Ether, Soul Powder

Steal: Dark Crystal, Book of Orgain-Mille, Flame Shield

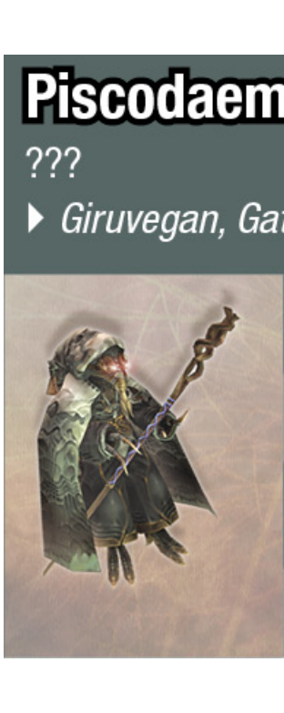
Piscodaemon

235

???

▶ *Giruvegan, Gate of Fire*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	49660	999	33	27	61	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
64	21	33	5	0	26	4730	0

Rewards: 3800 gil, Dark Shot, Scathe Mote

Steal: Potion, Reflectga Mote, White Robe

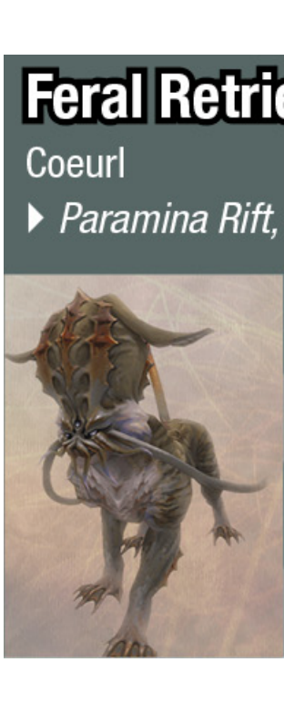
Feral Retriever

236

Coeurl

▶ *Paramina Rift, Spine of the Icewyrm*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	W	½	AB	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
28	22559	999	33	21	62	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
43	15	22	4	0	14	1820	0

Rewards: 1500 gil, Recurve Crossbow, Teleport Stone x2

Steal: Pebble, Quality Pelt, Prime Pelt

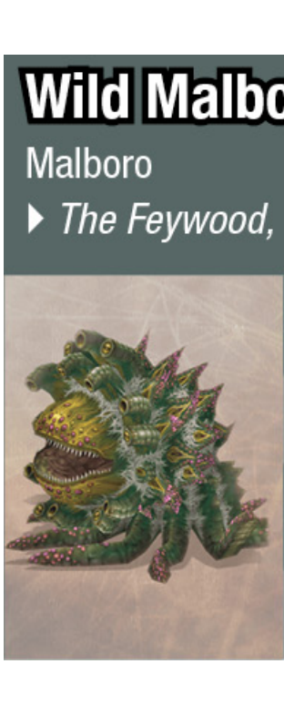
Wild Malboro

237

Malboro

▶ *The Feywood, Redolent Glade*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50	110842	999	56	26	77	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
81	24	31	0	0	28	3960	0

Rewards: 4600 gil, Euclid's Sextant

Steal: Malboro Flower, Foul Liquid, Virgo Gem

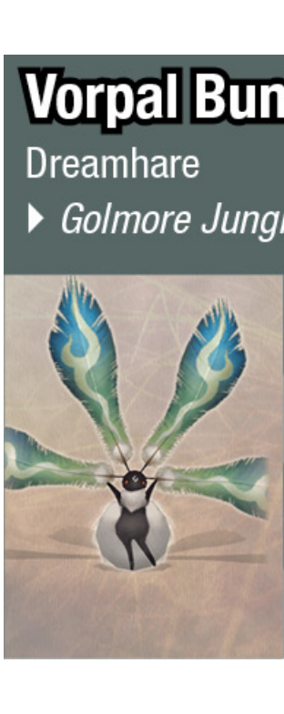
Vorpal Bunny

238

Dreamhare

▶ *Golmore Jungle, The Rustling Chapel*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31	20010	999	35	22	55	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
46	15	22	6	0	16	1440	0

Rewards: 2000 gil, Lightning Arrows, Gillie Boots

Steal: Drab Wool, Hi-Potion, Blood Wool

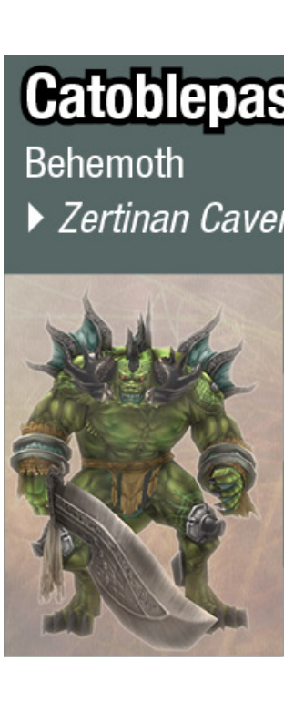
Catoblepas

239

Behemoth

▶ *Zertinan Caverns, Hourglass Basin*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	AB	W



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	187991	990	72	21	79	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25	28	0	0	27	5940	0	

Rewards: 3200 gil, Volcano, Arctic Wind

Steal: Hi-Potion, Beastlord Hide, Gemini Gem

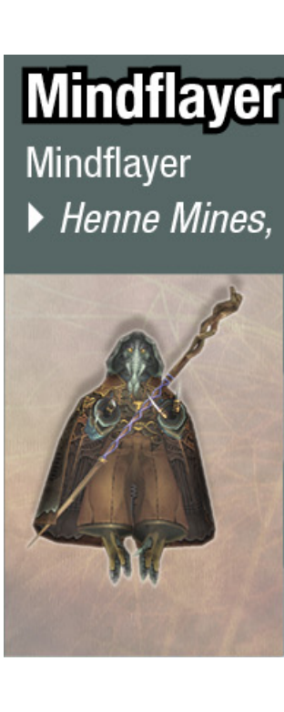
Mindflayer

240

Mindflayer

▶ *Henne Mines, Phase 1 - Dig*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35	31161	999	32	26	74	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
49	15	26	4	0	18	3150	0

Rewards: 2200 gil, Carmagnole

Steal: Pebble, Float Mote, Vanishga Mote

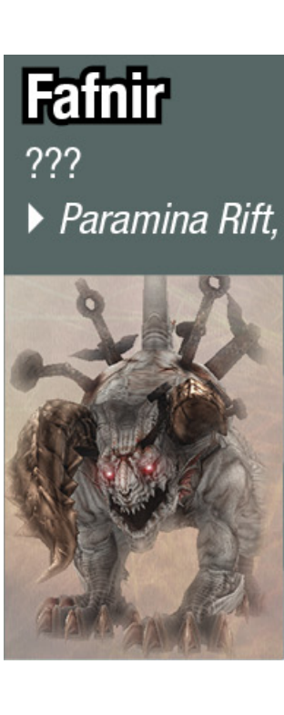
Fafnir

241

???

▶ *Paramina Rift, Silverflow's End*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
½	W	AB	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
68	1390378	999	54	92	99	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
105	34	38	0	0	39	18620	0

Rewards: 7000 gil, Assassin's Arrows, Teleport Stone

Steal: Pebble, Hi-Potion, Ring Wyrm Scale

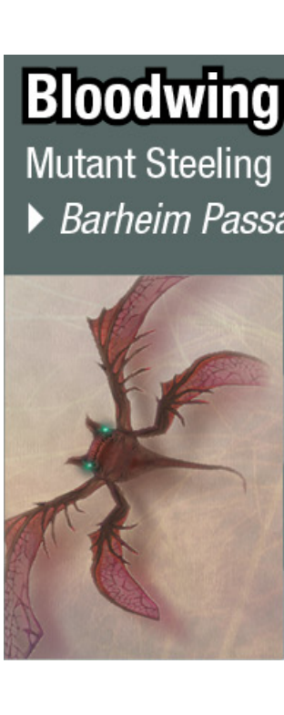
Bloodwing

242

Mutant Steeling

▶ *Barheim Passage, West Annex*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	41171	713	33	21	69	40

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56	22	23	8	0	24	2990	0

Rewards: 2400 gil, Stun Bombs, Vampyre Fang

Steal: Pebble, Bat Fang, Spiral Incisor

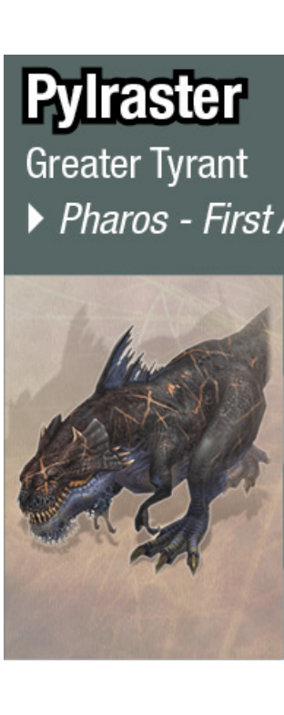
Pylraster

243

Greater Tyrant

▶ *Pharos - First Ascent, They Who Thirst Not*

🔥	⚡	❄	🪨	💧	🍃	⚪	⚫
W	½	½	½	AB	½	½	½

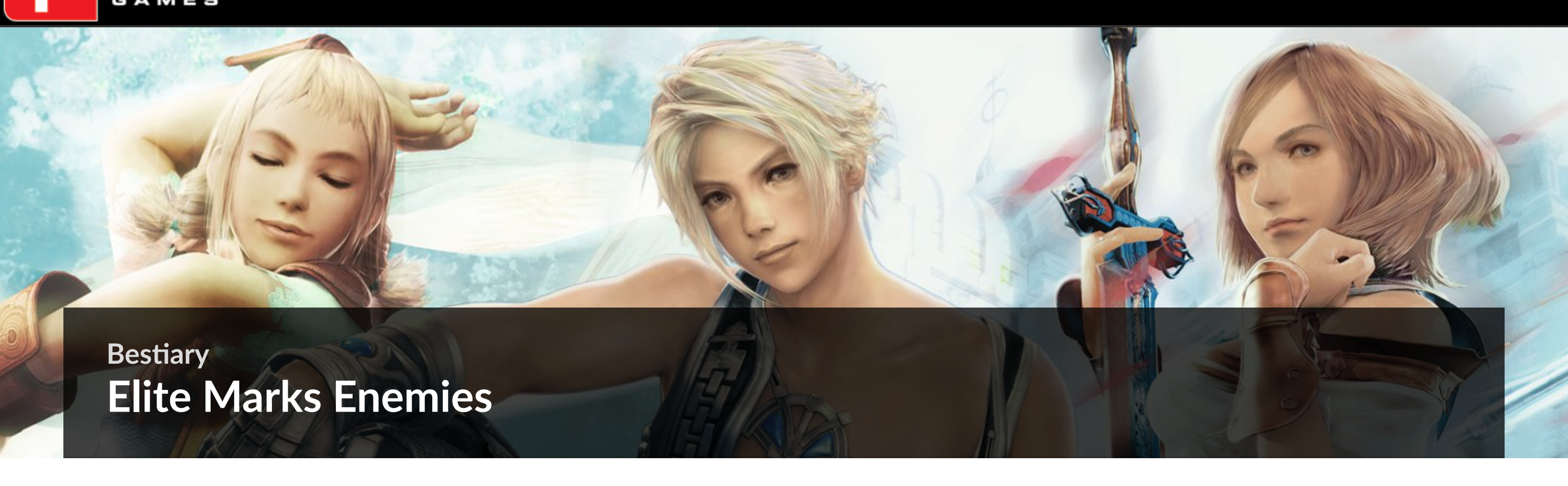


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
63	493513	675	61	37	92	26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
104	29	29	0	0	36	12050	0

Rewards: 8000 gil, Grand Mace, Scathe Mote x2

Steal: Tyrant Hide, Tyrant Bone, Hastega Mote



Bestiary

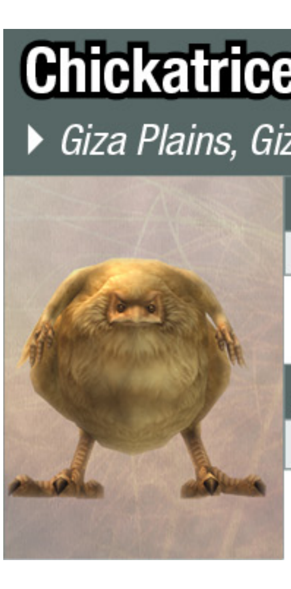
Elite Marks Enemies

Chickatrice

244

Giza Plains, Gizas North Bank

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
13	3067	338	15	10	30	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
17	1	7	3	0	1	500	0

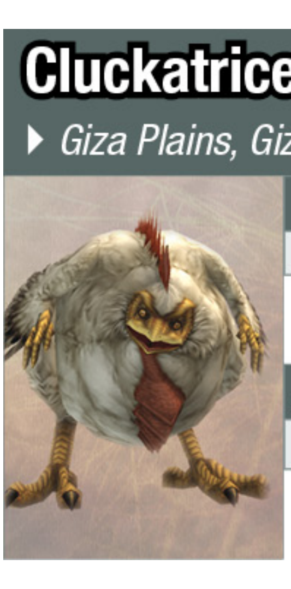
Steal: Potion, Small Feather, Large Feather

Cluckatrice

245

Giza Plains, Gizas North Bank

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
15	7509	563	19	17	34	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25	5	8	3	0	6	830	0

Rewards: 1000 gil, Germinas Boots, Rainbow Egg

Steal: Small Feather, Wind Stone, Taurus Gem

Rocktoise

246

Lhusu Mines, Site 2

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16	17548	999	25	17	55	9

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
32	12	9	0	0	8	1530	0

Rewards: 1200 gil, Hi-Potion x2, Heavy Coat

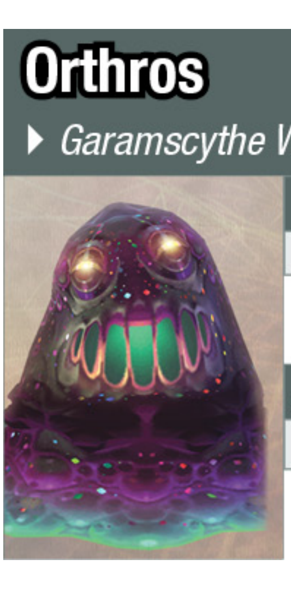
Steal: Potion, Turtle Shell, Aged Turtle Shell

Orthros

247

Garamscythe Waterway, Southern Sluiceway

🔥	⚡	❄	🪨	💧	🍃	○	●
W	½	½	½	AB	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34	87141	999	37	25	72	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
64	35	23	0	0	25	3600	0

Rewards: 3800 gil, Horakhty's Flame, Unpurified Ether

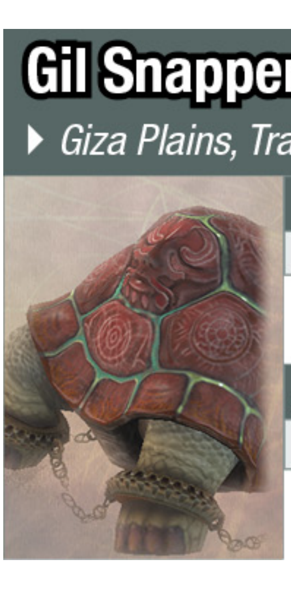
Steal: Phoenix Down, Caramel, Slime Oil

Gil Snapper

248

Giza Plains, Tracks of the Beast

🔥	⚡	❄	🪨	💧	🍃	○	●
½	W	AB	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	86956	999	35	24	77	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
55	22	23	0	0	20	3830	0

Rewards: 3000 gil, Phobos Glaze

Steal: 1000 gil, 2000 gil, 4000 gil

Trickster

249

Paramina Rift, Frozen Brook

🔥	⚡	❄	🪨	💧	🍃	○	●
?	?	?	?	?	?	?	?

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44	61321	999	37	20	77	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
70	20	27	8	0	25	3240	0

Rewards: 4800 gil, Deimos Clay

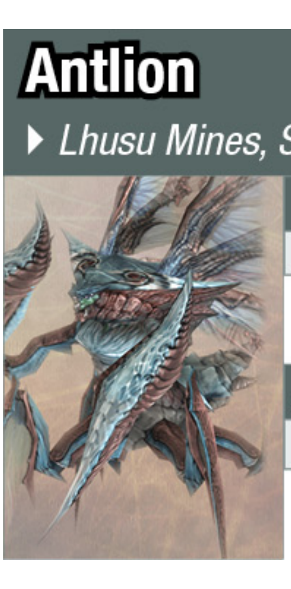
Steal: Chocobo Feather, Gysahl Greens, Hastega Mote

Antlion

250

Lhusu Mines, Site 9

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	AB	½	W	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37	106499	750	37	18	77	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
68	25	24	0	0	25	3750	0

Rewards: 4300 gil, Bubble Belt, Sickle-blade

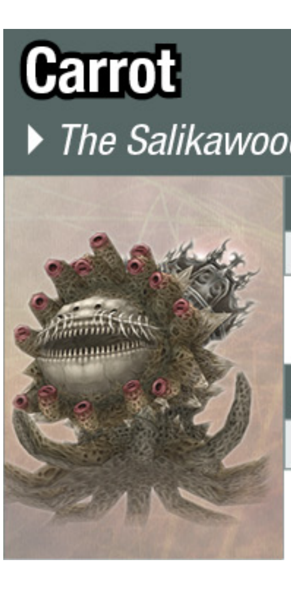
Steal: Potion, Charger Barding, Cancer Gem

Carrot

251

The Salikawood, Sun-dappled Path

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49	110842	999	38	26	77	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
81	24	31	0	0	28	3960	0

Rewards: 5200 gil, Stink Bomb, Putrid Liquid

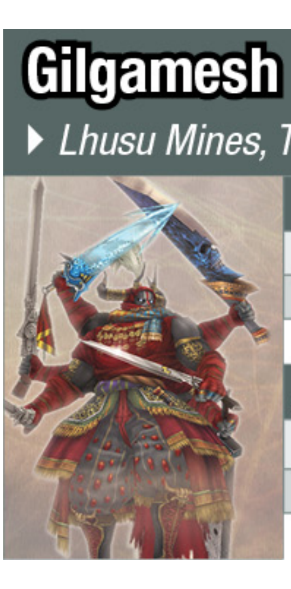
Steal: Dark Crystal, Foul Liquid, Putrid Liquid

Gilgamesh

252-A

Lhusu Mines, Tasche Span

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	123103	999	42	25	79	21
45	123103	999	44	25	79	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
76	26	30	6	0	5	3960	0
78	26	30	6	0	50	3960	0

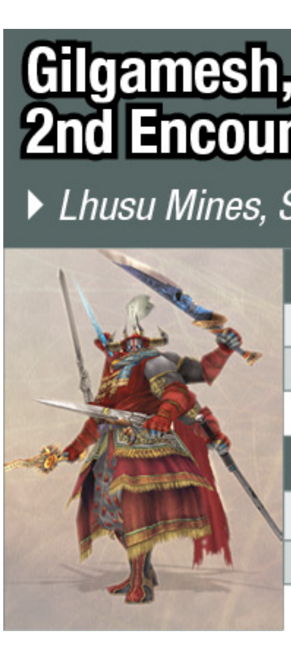
Steal: St.1- Potion, X-Potion, 1000 gil; St.2- Potion, X-Potion, 2000 gil; St.3- Genji Shield; St.4- Genji Gloves

Gilgamesh, 2nd Encounter

252-B

Lhusu Mines, Site 7

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
70	473246	999	55	44	90	27
70	473246	999	56	44	90	27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
118	36	38	10	0	10	6700	0
120	36	38	10	0	120	6700	0

Steal: St.1- Hi-Potion, X-Potion, 3000 gil; St.2- Hi-Potion, X-Potion, 4000 gil; St.3- Genji Helm; St.4- Genji Armor

Rewards: 10000 gil, Masamune

Enkidu

253

Lhusu Mines

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43	33052	429	38	24	82	21
65	140162	644	50	43	92	27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
74	25	29	10	0	27	1650	0
100	35	37	17	0	43	2790	0

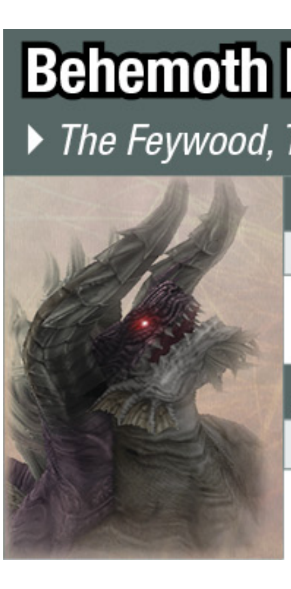
Steal: 1st-Woft Pelt, Beastlord Hide, Throat Wolf Blood; 2nd-Wolf Pelt, Beastlord Hide, Hell's-Gate Flame

Behemoth King

254

The Feywood, The Edge of Reason

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
70	1668491	999	55	47	99	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
107	35	39	0	0	40	19530	0

Rewards: 250 gil, Bacchus's Wine x2

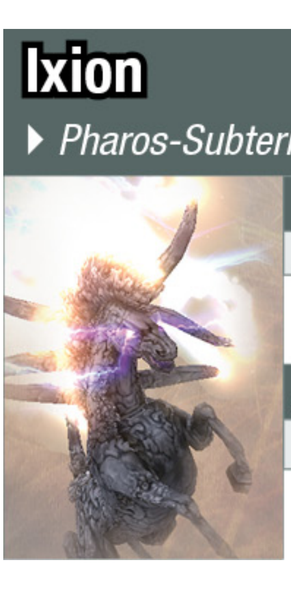
Steal: Ring Wyrm Scale, Behemoth Steak, Elixir

Ixion

255

Pharos-Subterra, Penumbra-Interior

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
58	306559	999	54	86	74	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
109	10	34	7	0	32	5000	0

Rewards: 3000 gil, Sapping Bolts, Ragnarok

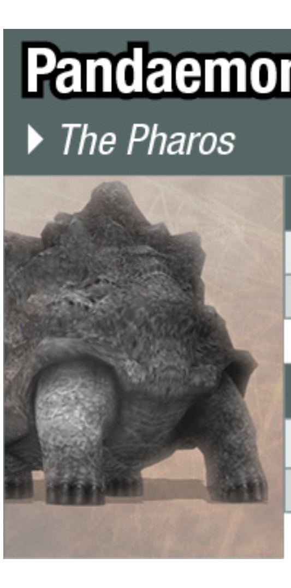
Steal: Storm Crystal, Grimoire Aidhed, Magick Lamp

Pandaemonium

256

The Pharos

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	AB	NE	W	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	116678	999	46	29	92	20
55	115849	999	57	25	79	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
83	33	31	0	0	36	6120	0
84	45	31	0	0	28	1836	0

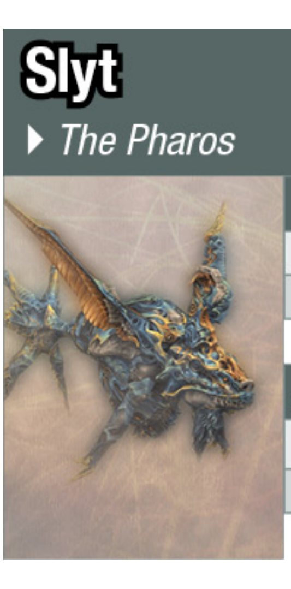
Steal: Ancient Turtle Shell, Aries Gem, Scarletite

Slyt

257

The Pharos

🔥	⚡	❄	🪨	💧	🍃	○	●
W	NE	NE	NE	AB	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47	92661	999	45	23	92	25
55	66505	504	53	19	79	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
84	28	28	3	0	36	3780	0
80	28	28	4	0	28	1134	0

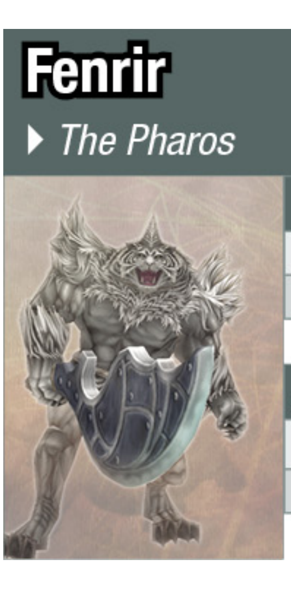
Steal: Yensa Scale, Pisces Gem, Yensa Fin

Fenrir

258

The Pharos

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	W	NE	AB	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49	189992	999	62	23	87	24
55	112832	756	83	19	74	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
85	27	28	0	0	36	6480	0
82	26	28	0	0	28	1944	0

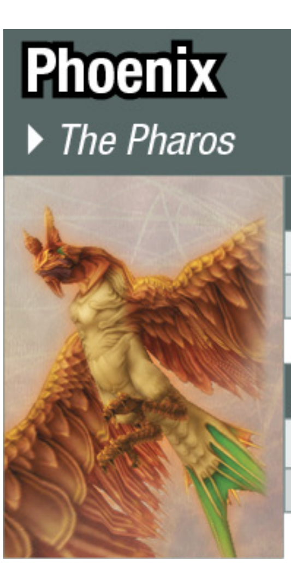
Steal: Beastlord Hide, Beastlord Horn, Behemoth Steak

Phoenix

259

The Pharos

🔥	⚡	❄	🪨	💧	🍃	○	●
?	?	?	?	?	?	?	?



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
59	134089	999	62	35	85	19
55	92522	999	65	22	79	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
91	24	28	8	0	28	5220	0
91	24	28	8	0	28	1566	0

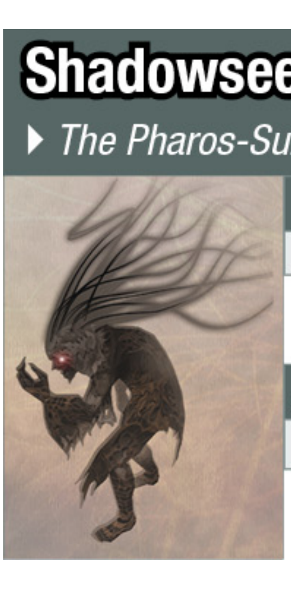
Steal: Windslicer Pinion, Eye of the Hawk, Split Armor

Shadowseer

260

The Pharos-Subterra, Abyssal

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
67	278078	999	48	56	79	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
100	31	35	0	0	6	5590	0

Rewards: 20000 gil, Megalixir x2

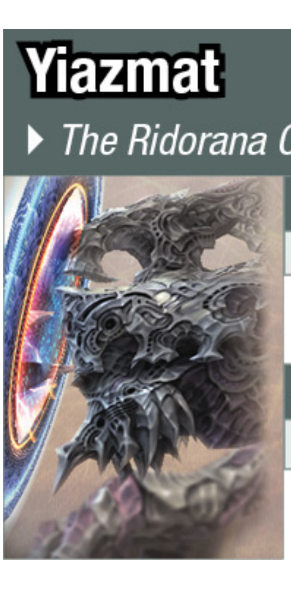
Steal: Foul Flesh, Maggoty Flesh, Forbidden Flesh

Yiazmat

261

The Ridorana Cataract, Colosseum

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	AB	W

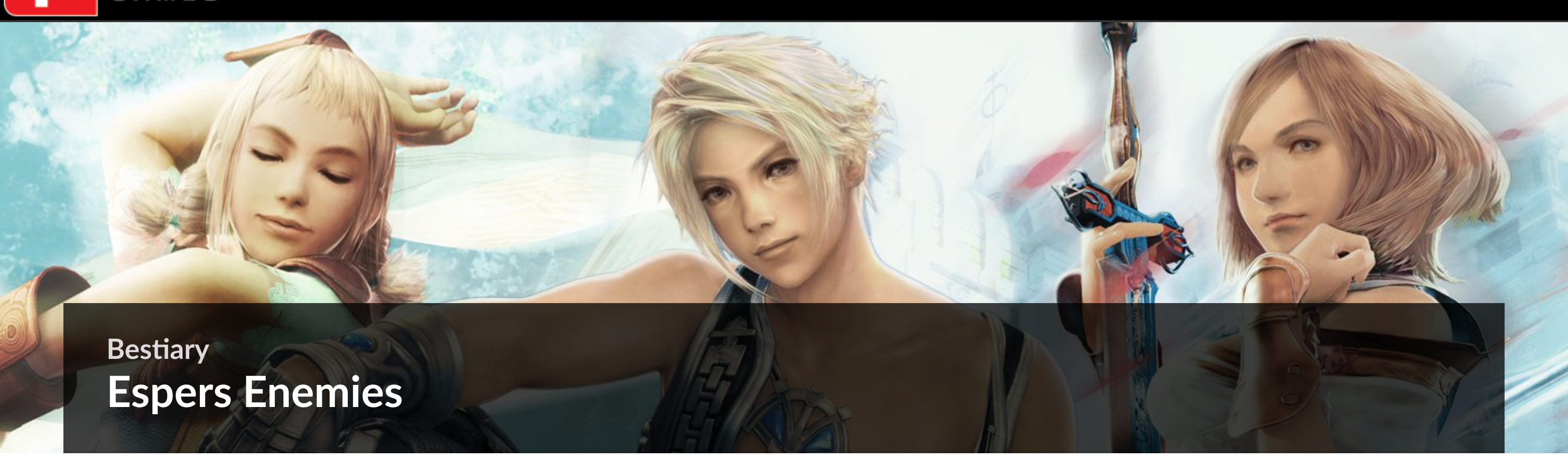


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
73	50112254	999	61	67	99	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
107	36	40	0	0	255	20510	0

Rewards: 30000 gil, Godslayer's Badge

Steal: Holy Stone, Holy Magicite, Bone of Byblos



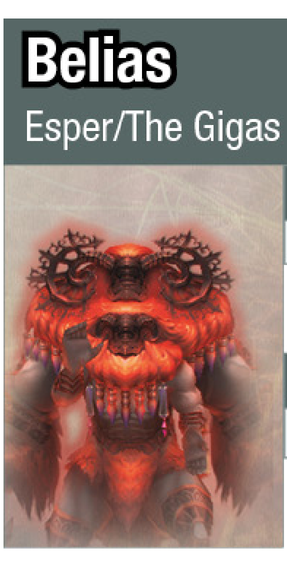
Bestiary

Espers Enemies

Belias 262

Esper/The Gigas

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20	15943	999	28	17	58	16

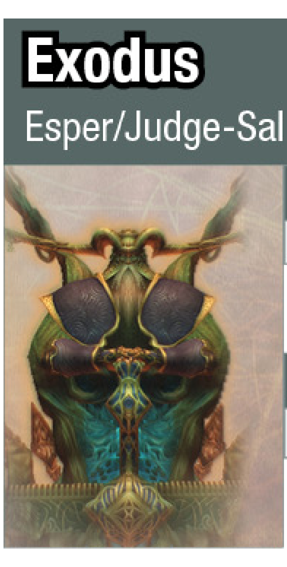
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35	14	9	0	0	15	1350	0

Steal: Aries Gem, Ether, High Arcana

Exodus 263

Esper/Judge-Sal

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	119060	999	43	34	85	26

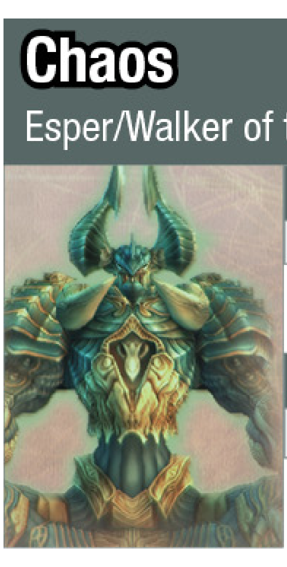
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
82	31	31	0	0	52	5400	0

Steal: Libra Gem, Elixir, High Arcana

Chaos 264

Esper/Walker of the Wheel

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	W	NE	AB	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
57	208966	999	52	47	87	23

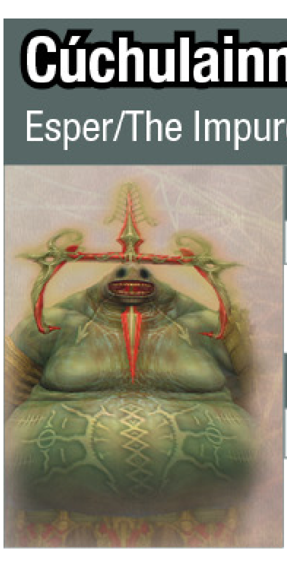
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
98	31	34	0	0	60	6260	0

Steal: Taurus Gem, Elixir, High Arcana

Cúchulainn 265

Esper/The Impure

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	126165	999	42	32	85	24

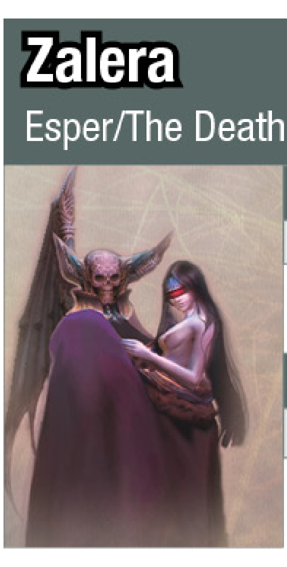
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78	27	31	0	0	50	4950	0

Steal: Scorpio Gem, Elixir, High Arcana

Zalera 266

Esper/The Death Seraph

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40	72248	999	38	29	79	21

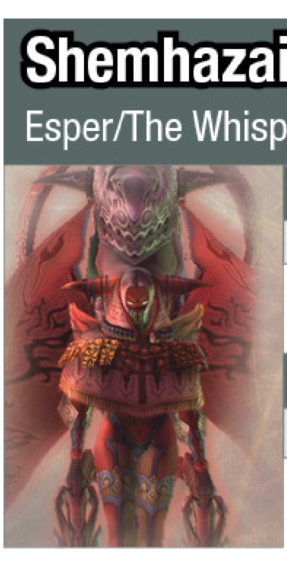
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62	23	25	0	0	40	3600	0

Steal: Pebble, Gemini Gem, High Arcana

Shemhazai 267

Esper/The Whisperer

🔥	⚡	❄	🪨	💧	🍃	○	●
*	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45	91136	999	43	56	82	29

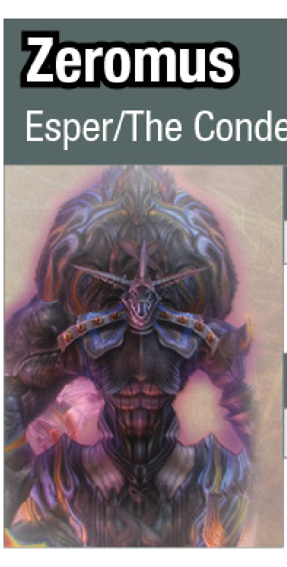
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
68	30	30	0	0	47	4500	0

Steal: Sagittarius Gem, Hi-Ether, High Arcana

Zeromus 268

Esper/The Condemner

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
51	166888	999	44	35	87	19

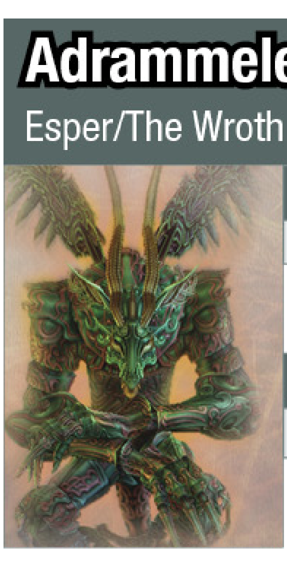
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
86	29	33	0	0	55	5670	0

Steal: Cancer Gem, Elixir, High Arcana

Adrammelech 269

Esper/The Wroth

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	AB	W	NE	NE	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
39	39630	999	38	30	79	22

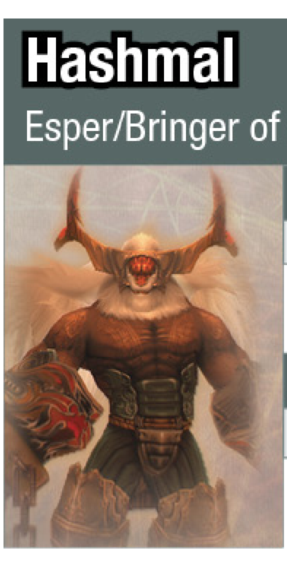
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60	25	21	0	0	42	4050	0

Steal: Pebble, Capricorn Gem, High Arcana

Hashmal 270

Esper/Bringer of Order

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	AB	NE	W	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50	209060	999	46	35	85	23

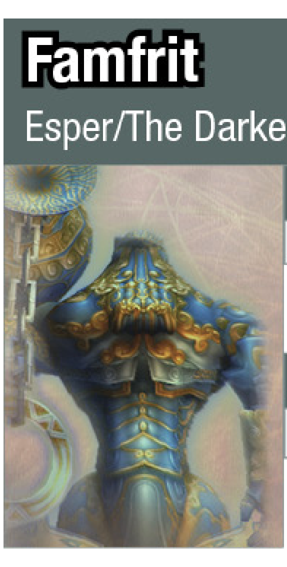
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
86	29	31	0	0	52	5400	0

Steal: Leo Gem, Hi-Ether, High Arcana

Famfrit 271

Esper/The Darkening Cloud

🔥	⚡	❄	🪨	💧	🍃	○	●
W	NE	NE	NE	AB	NE	NE	NE



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
52	149060	999	45	23	85	22

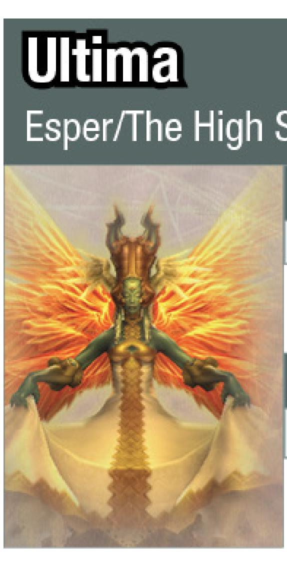
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
77	30	31	0	0	52	5400	0

Steal: Aquarius Gem, Elixir, High Arcana

Ultima 272

Esper/The High Seraph

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	AB	W



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
63	258001	999	54	48	90	25

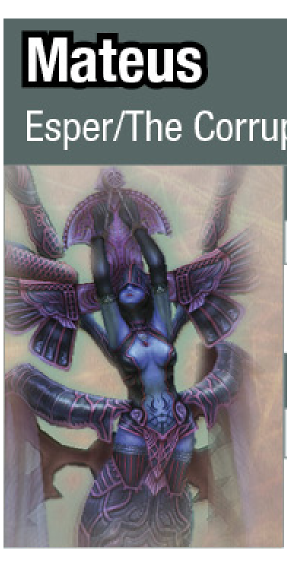
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
98	35	35	0	0	65	6890	0

Steal: Virgo Gem, Elixir, Megalixir

Mateus 273

Esper/The Corrupt

🔥	⚡	❄	🪨	💧	🍃	○	●
½	W	AB	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
30	34259	999	36	32	69	20

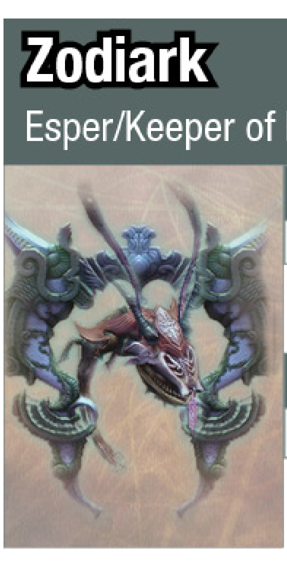
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
46	21	21	0	0	27	2480	0

Steal: Pisces Gem, Elixir, High Arcana

Zodiark 274

Esper/Keeper of Precepts

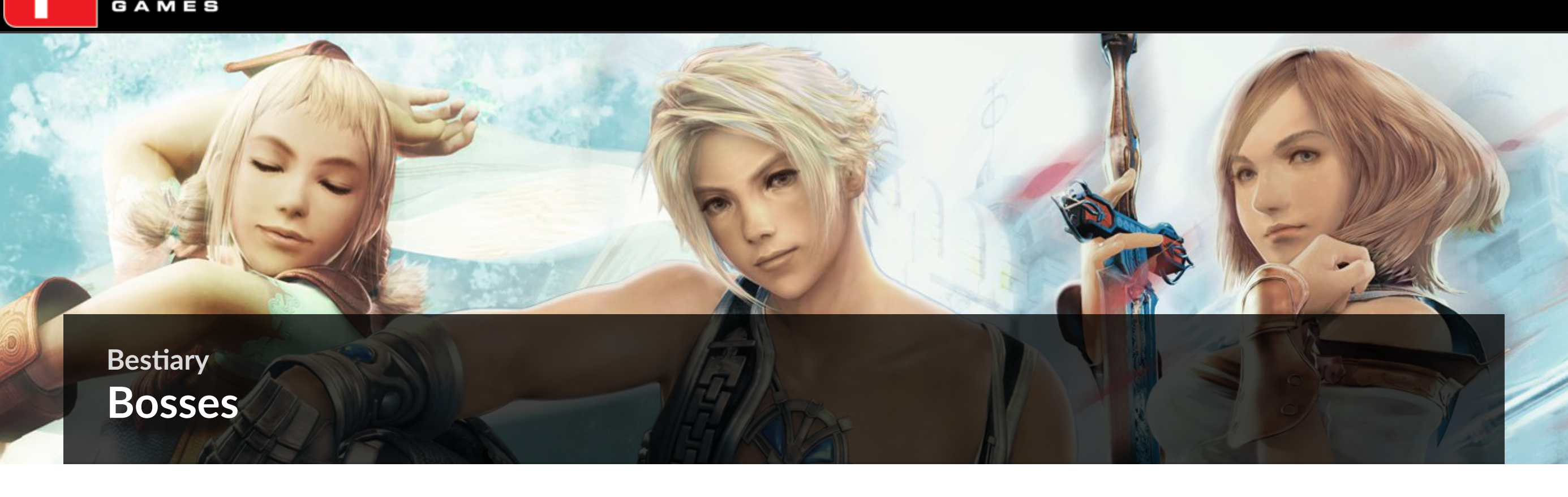
🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
66	336847	999	53	50	92	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
112	34	37	0	0	70	7610	0

Steal: Serpentarius, Megalixir, Great Trango



Bestiary

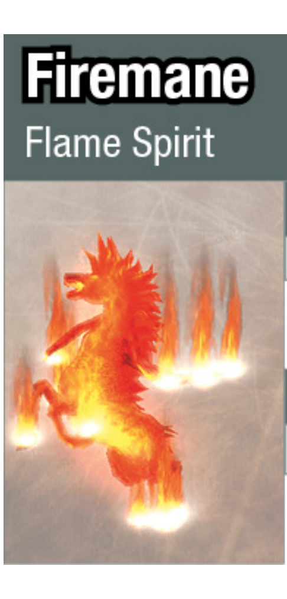
Bosses

Firemane

275

Flame Spirit

AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7	3571	720	16	11	32	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
18	7	7	0	0	3	380	0

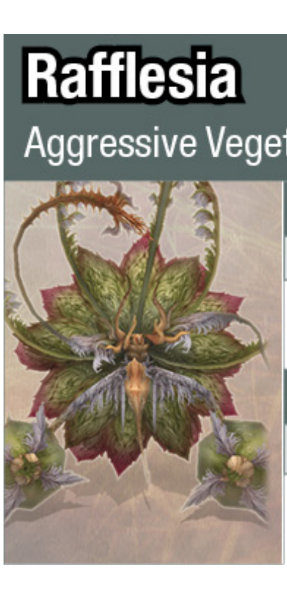
Steal: Potion, Phoenix Down, Grimoire Togail

Rafflesia

276

Aggressive Vegetable

½	½	½	AB	½	W	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43	73393	999	37	26	87	34

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66	28	22	0	0	31	4280	0

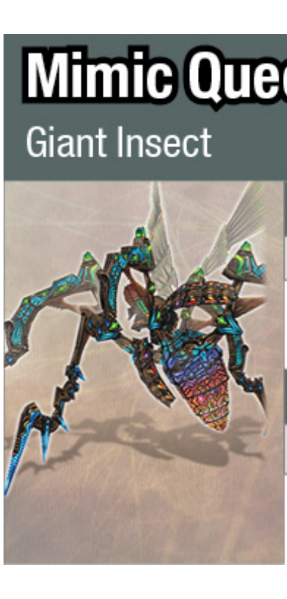
Steal: Screamroot, X-Potion, Putrid Liquid

Mimic Queen

277

Giant Insect

-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
10	4073	315	17	6	40	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
19	10	6	0	0	5	410	0

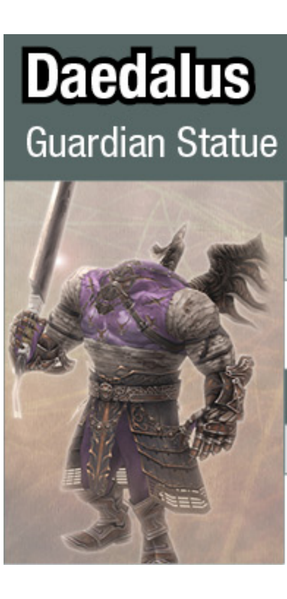
Steal: Knot of Rust, Storm Magicite, Rose Corsage

Daedalus

278

Guardian Statue

½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42	65644	999	40	20	77	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
65	28	26	0	0	33	3600	0

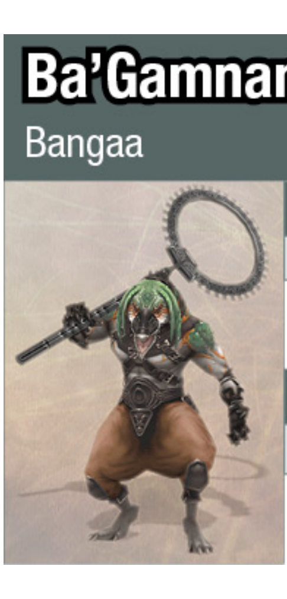
Steal: Dark Crystal, Forbidden Flesh, Damascus Steel

Ba'Gamnan

279-A

Bangaa

AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
12	3983	420	15	13	47	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
18	10	9	4	0	7	99	17

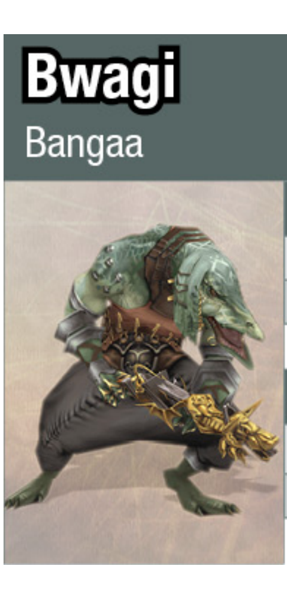
Steal: Potion, Hi-Potion, Round Shield

Bwagi

279-B

Bangaa

-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
11	1593	231	16	14	39	13
47	27326	764	37	20	74	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
16	9	11	3	0	5	109	17
70	28	29	8	0	20	594	0

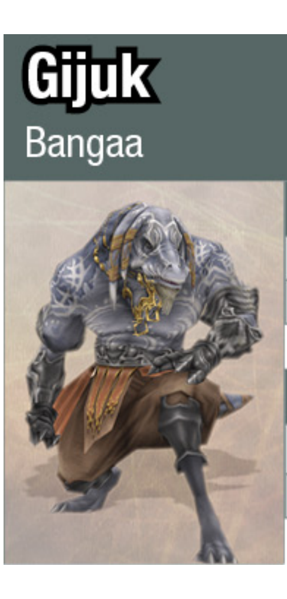
Steal: [a] 30 gil, [a] Potion, [b] Ether, [a] Hi-Potion, [b] Hi-Ether

Gijuk

279-C

Bangaa

-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
11	1650	210	15	11	40	14
47	27326	764	37	20	74	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
15	11	12	4	0	5	109	16
68	28	29	8	0	20	594	0

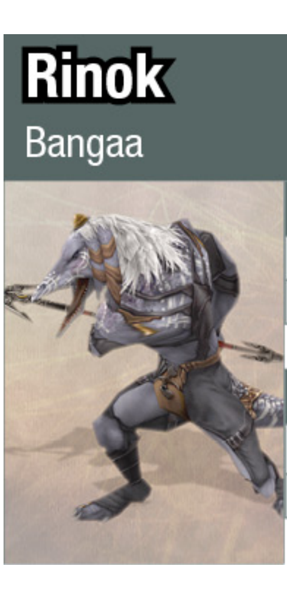
Steal: [a] 30 gil, [a] Potion, [b] Ether, [a] Hi-Potion, [b] Hi-Ether

Rinok

279-D

Bangaa

-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
11	1745	200	16	12	38	12
47	27326	764	37	20	74	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
16	10	10	3	0	5	109	17
70	28	29	8	0	20	594	0

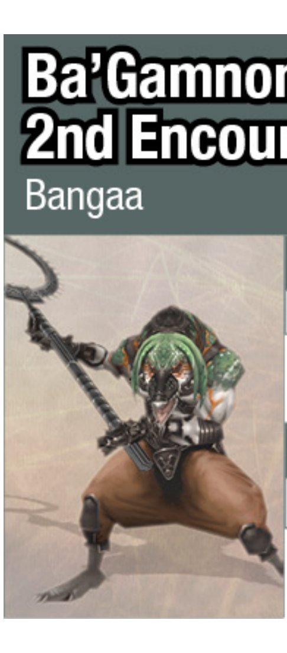
Steal: [a] 30 gil, [a] Potion, [b] Ether, [a] Hi-Potion, [b] Hi-Ether

Ba'Gamnon, 2nd Encounter

279-E

Bangaa

AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49	115659	999	41	24	82	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
79	29	30	9	0	38	4160	0

Rewards: 5100 gil, Megalixir

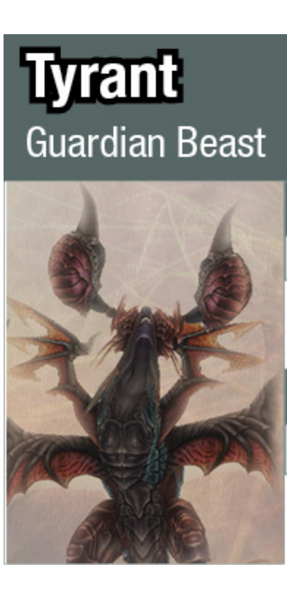
Steal: Elixir, Dark Matter

Tyrant

280

Guardian Beast

½	AB	W	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43	180428	999	60	30	87	38

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
68	28	28	0	0	33	6300	0

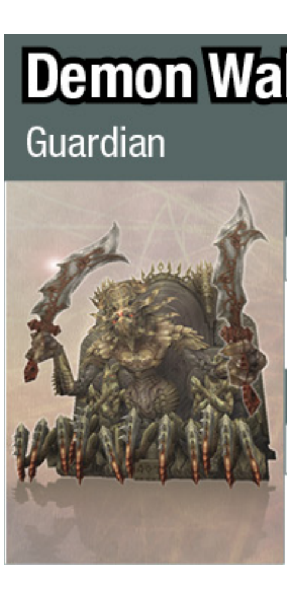
Steal: N/A

Demon Wall

281-A

Guardian

-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
18	22187	450	31	17	44	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
36	20	14	0	0	30	1350	0

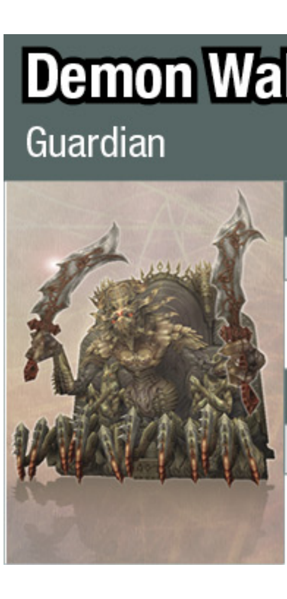
Steal: Gold Needle, Solid Stone

Demon Wall

281-B

Guardian

-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16	10332	450	26	17	44	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
32	17	12	0	0	9	1350	0

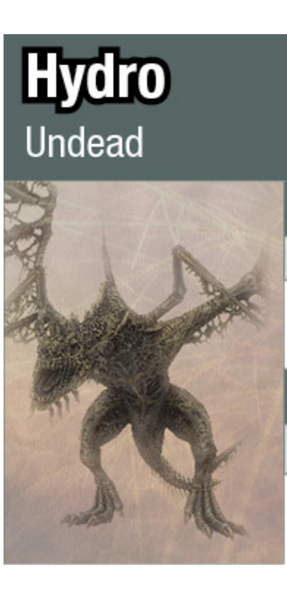
Steal: Gold Needle, Solid Stone, Quality Stone

Hydro

282

Undead

½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47	203800	999	45	30	90	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78	28	29	0	0	35	6930	0

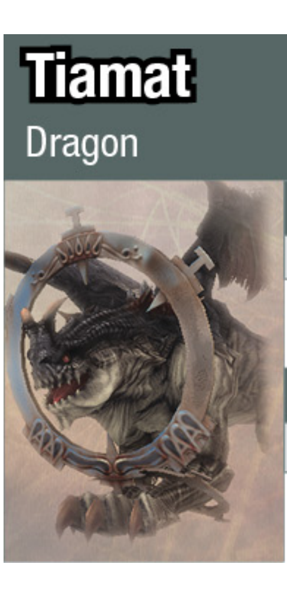
Steal: Maggoty Flesh, Corpse Fly, Wyrm Bone

Tiamat

283

Dragon

½	½	½	W	½	AB	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
25	49993	999	34	24	74	12

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
40	16	14	0	0	15	4730	0

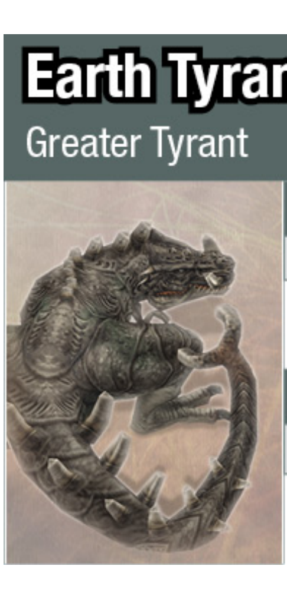
Steal: Hi-Potion, Ring Wyrm Scale, Leo Gem

Earth Tyrant

284

Greater Tyrant

½	½	½	AB	½	W	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
30	70982	540	37	15	87	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
51	20	24	0	0	21	4500	0

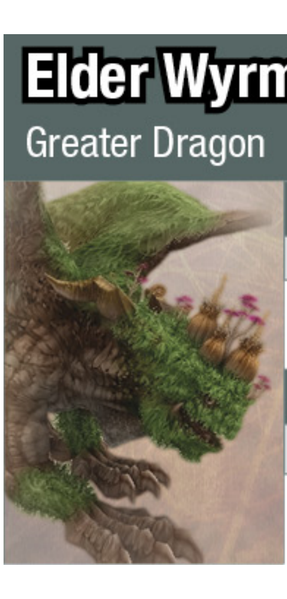
Steal: Hi-Potion, Tyrant Hide, Tyrant Bone

Elder Wyrm

285

Greater Dragon

-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27	71692	999	33	22	74	9

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
40	16	14	0	0	14	4200	0

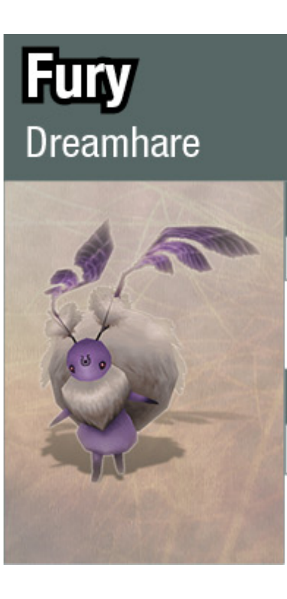
Steal: Succulent Fruit, Feystone, Ring Wyrm Scale

Fury

286

Dreamhare

AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	69710	999	50	29	77	50

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
81	25	31	32	0	35	2760	0

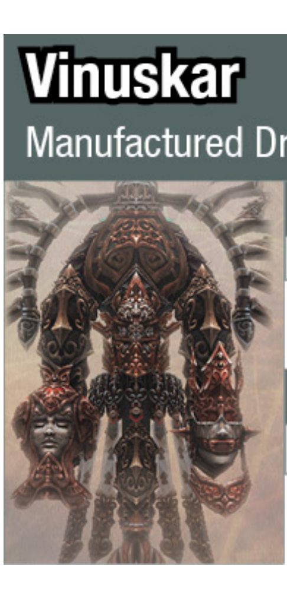
Steal: Blood Wool, Moondust, Aries Gem

Vinuskar

287

Manufactured Dragon

-	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
27	15138	999	32	17	60	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
34	23	26	0	0	19	2480	0

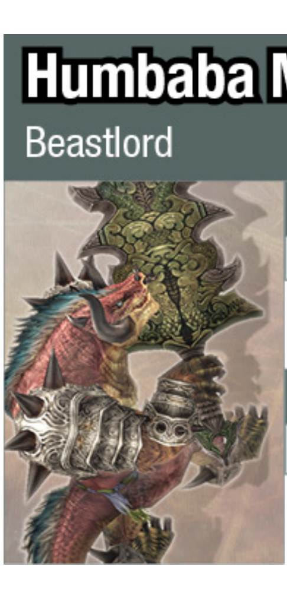
Steal: Knot of Rust, Thief's Cuffs, Damascus Steel

Humbaba Mistant

288

Beastlord

-	-	-	-	-	-	W	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46	314086	999	44	22	87	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
82	26	28	0	0	35	6210	0

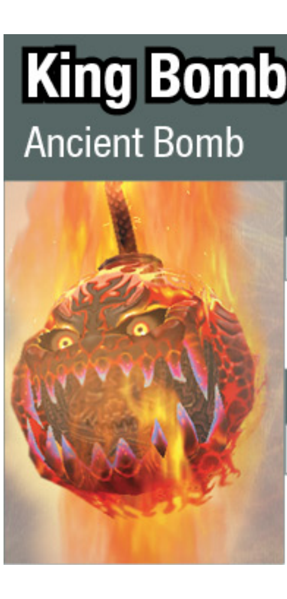
Steal: Beastlord Hide, Beastlord Horn, Behemoth Steak

King Bomb

289

Ancient Bomb

AB	½	½	½	W	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34	37596	999	35	26	77	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
53	19	23	4	0	22	2050	0

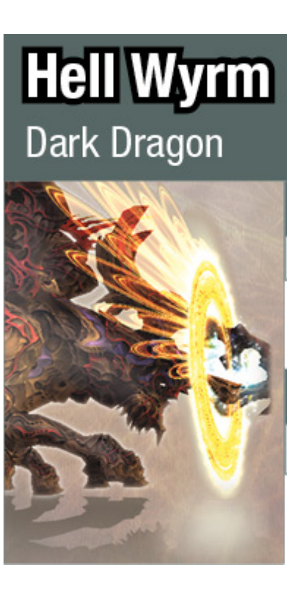
Steal: Bomb Shell, Fire Crystal, Bomb Fragment

Hell Wyrm

290

Dark Dragon

½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
60	8930711	999	55	48	99	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
102	32	35	0	0	150	30000	0

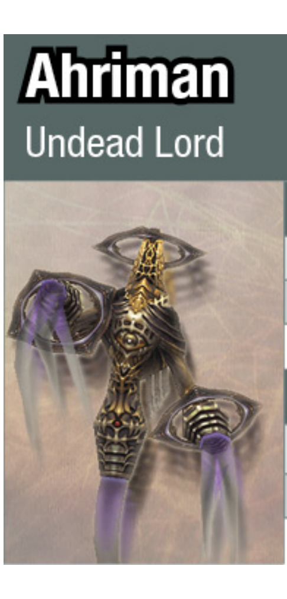
Steal: Dark Stone, Dark Magicite, Dark Crystal

Ahriman

291

Undead Lord

-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38	62149	999	36	30	69	18
38	700	999	33	30	69	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56	23	22	3	0	28	3000	0
53	20	18	2	0	0	10	0

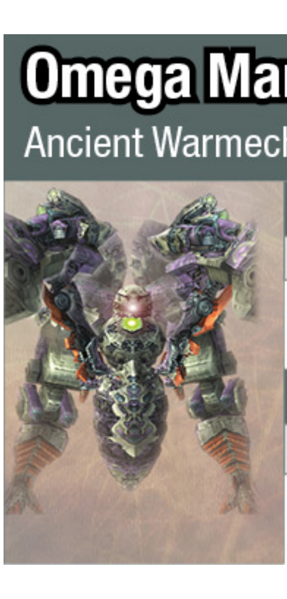
Steal: Sky Jewel, Death Powder, Maduin Gear

Omega Mark XII

292

Ancient Warmech

?	?	?	?	?	?	?	?



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
99	1037069	999	66	48	85	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
155	38	40	0	0	255	65000	0

Drop: Bonebreaker, Omega Badge

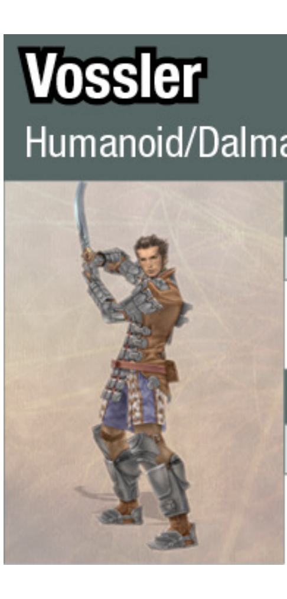
Steal: Knot of Rust

Vossler

—

Humanoid/Dalmascan Military

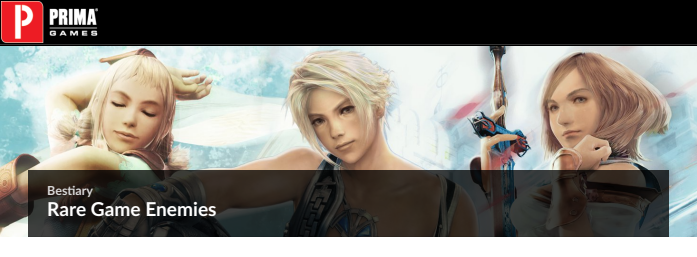
-	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20	9318	693	23	16	49	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
26	13	10	4	0	30	1260	0

Steal: Potion, Hi-Potion, Black Belt



Bestiary

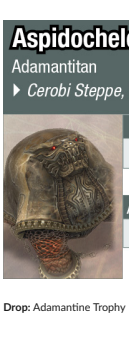
Rare Game Enemies

Aspidochelon
293

Adamantitan

▸ *Cerobi Steppe, Feddik River*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	63226-63546	999	36-39	24	79-80	15-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60-62	27-28	26-28	0	5364-5538	11	2425-2652	0

Drop: Adamantine Trophy

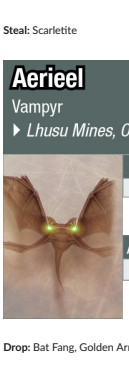
Steal: Scarletite

Aerieel
294

Vampyr

▸ *Lhusu Mines, Oltam Span*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
12-13	3017-3033	163-167	18	12	42-43	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-25	7	7	3-5	374-378	3	395-408	0

Drop: Bat Fang, Golden Armor

Steal: Bat Wing

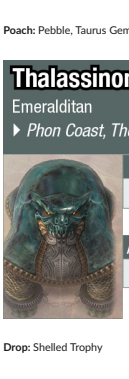
Poach: Pebble, Taurus Gem

Thalassinon
295

Emeraldite

▸ *Phon Coast, The Vaddu Strand*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	30188-59868	999	36-39	23	79-80	14-16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
	24-25	25-27	0	5153-5327	10	2170-2397	0

Drop: Shelled Trophy

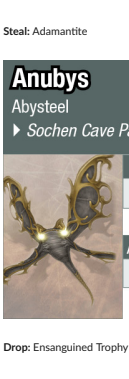
Steal: Adamantite

Anubys
296

Abysteel

▸ *Sochen Cave Palace, Mirror of the Soul*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	19194-19314	585-599	33-35	19	69-71	23-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-59	21-23	23-24	9-12	1790-1961	11	1420-1507	0

Drop: Ensanguined Trophy

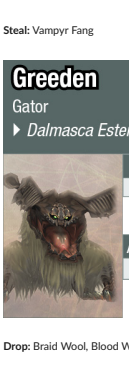
Steal: Vampyr Fang

Greeden
297

Gator

▸ *Dalmasca Estersand, Banks of the Nebra*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31-32	7171-7281	163-178	22-24	10	49-50	14-15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
26-27	7	5	0	1137-1230	3	675-756	0

Drop: Braid Wool, Blood Wool

Steal: Wind Crystal

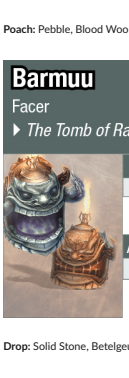
Poach: Pebble, Blood Wool

Barmuu
298

Facer

▸ *The Tomb of Raithwall, Royal Passage*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
19-20	9158-9178	319-339	24-25	18	64	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
29-31	13-14	11	0	1197-1201	4	595-621	0

Drop: Solid Stone, Betelgeuse

Steal: Lamia's Tiara

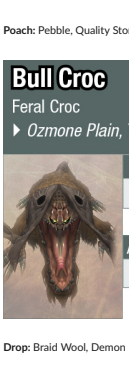
Poach: Pebble, Quality Stone

Bull Croc
299

Feral Croc

▸ *Ozmone Plain, The Shred*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	13968-14078	260-275	29-31	12	60-31	16-17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
33-34	12	11	0	2075-2168	5	1080-1161	0

Drop: Braid Wool, Demon Mail

Steal: Blood Wool

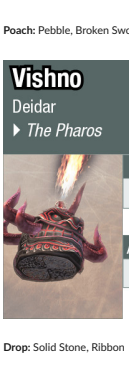
Poach: Pebble, Broken Sword

Vishno
300

Deidar

▸ *The Pharos*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
57-58	79249-79489	999	40-42	27-29	94	21-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
82-85	30-33	31-33	0	6848-7096	14	2135-2330	0

Drop: Solid Stone, Ribbon

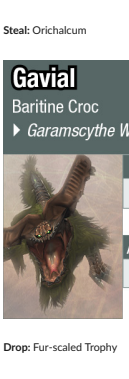
Steal: Orichalcum

Gavial
301

Baritine Croc

▸ *Garamscythe Waterway, No. 10 Channel*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	80551-80871	748-778	41-44	20	82-83	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
79-81	25-26	28-30	0	7847-8021	13	3105-3332	0

Drop: Fur-scaled Trophy

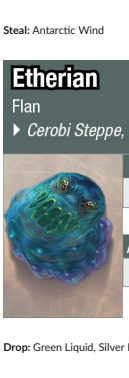
Steal: Antarctic Wind

Etherian
302

Flan

▸ *Cerobi Steppe, The Northsward*

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	AB	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	32826-33056	999	36-37	24-26	69-71	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-61	36-40	19-22	0	3787-3959	11	1710-1905	0

Drop: Green Liquid, Silver Liquid, Eight-fluted Pole

Steal: Ame-no-Murakumo

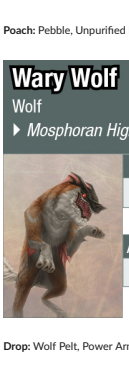
Poach: Pebble, Unpurified Ether

Wary Wolf
303

Wolf

▸ *Mosphoran Highwaste, Summit Path*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34-35	14227-14337	254-269	33-35	20	72-73	18-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
49-50	17	20	7	2448-2541	8	975-1056	0

Drop: Wolf Pelt, Power Armlet

Steal: Prime Pelt

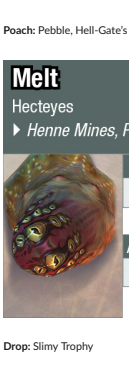
Poach: Pebble, Hell-Gate's Flame

Melt
304

Hecteyes

▸ *Henne Mines, Pithead Junction B*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
48-49	61481-61711	999	41-42	27-29	74-76	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-80	39-43	25-28	0	6594-6766	13	2160-2355	0

Drop: Slimy Trophy

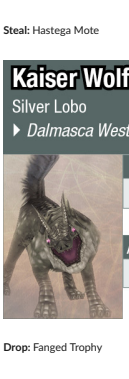
Steal: Hastega Mote

Kaiser Wolf
305

Silver Lobo

▸ *Dalmasca Westersand, Corridor of Sand*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-42	19455-19775	371-401	34-37	22	77-78	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-61	23-24	23-25	9	2208-2382	11	1425-1652	0

Drop: Fanged Trophy

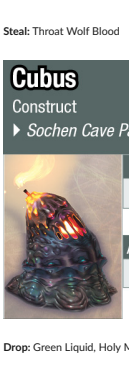
Steal: Throat Wolf Blood

Cubus
306

Construct

▸ *Sochen Cave Palace, Temptation Eluded*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	32386-32616	999	36-37	23-25	69-71	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
56-58	34-38	18-21	0	4092-4294	11	1620-1815	0

Drop: Green Liquid, Holy Mote

Steal: Silver Liquid

Lindbur Wolf
307

Worgen

▸ *Dalmasca Westersand, Shimmering Horizons*

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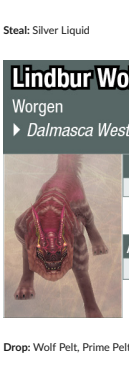
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-17	4153-4173	117-122	23-24	14	52	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-26	9	7	3	591-593	3	450-466	0

Drop: Wolf Pelt, Prime Pelt

Steal: Gladius

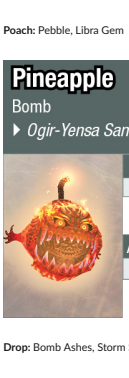
Poach: Pebble, Libra Gem

Pineapple
308

Bomb

▸ *Ogir-Yensa Sandsea, Platform 1 - Refinery*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
16-18	4668-4698	780-840	22-24	16-20	49	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24	10	11-15	3-5	639-651	3	475-533	0

Drop: Bomb Ashes, Storm Staff

Steal: Bomb Shell

Poach: Pebble, Bomb Fragment

Dreadguard
309

Mirror Knight

▸ *The Feywood, Wall of Dancing Shadow*

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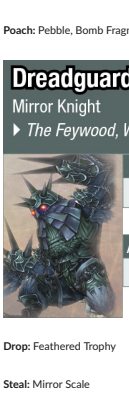


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	35074-35394	999	35-38	19	74-75	19-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
65-67	24-25	28-30	4	4226-4400	12	1725-1952	0

Drop: Feathered Trophy

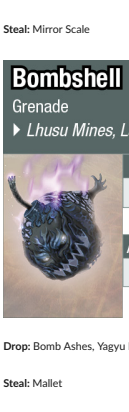
Steal: Mirror Scale

Bombshell
310

Grenade

▸ *Lhusu Mines, Lasche Span (south segment)*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
60-61	76042-76202	999	47-49	43-46	85	25-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
95-97	31-32	37-41	13-15	7252-7428	16	2410-2611	0

Drop: Bomb Ashes, Yagyu Darkblade

Steal: Mallet

Crypt Bunny
311

Dreamhare

▸ *The Feywood, Walk of Stolen Truths*

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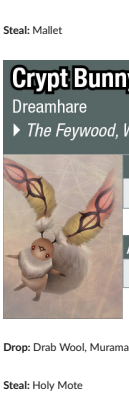
W	-	-	-	AB	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-46	21348-21668	999	32-35	25	52-53	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-64	23-24	31-33	10	1764-1938	12	1200-1427	0

Drop: Drab Wool, Muramasa

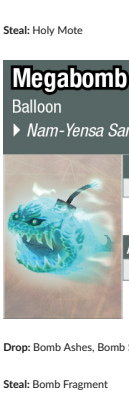
Steal: Holy Mote

Megabomb
312

Balloon

▸ *Nam-Yensa Sandsea, Demesne of the Sandqueen*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
18-19	4668-4683	780-810	22-23	16-18	49	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24	10	11-13	3-4	639-645	3	475-504	0

Drop: Bomb Ashes, Bomb Shell

Steal: Bomb Fragment

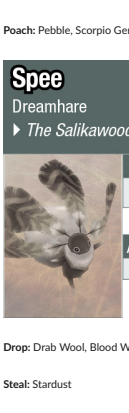
Poach: Pebble, Scorpio Gem

Spee
313

Dreamhare

▸ *The Salikawood, Sun-dappled Path*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	14725-14835	999	30-32	23	60-61	20-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
48-49	18	24	7	1284-1377	9	840-921	0

Drop: Drab Wool, Blood Wool

Steal: Stardust

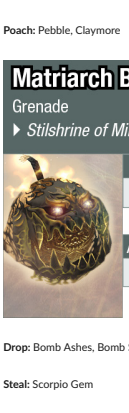
Poach: Pebble, Claymore

Matriarch Bomb
314

Grenade

▸ *Stilshrine of Miriam, Cold Distance*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31-32	12156-12214	999	32-33	20-22	65	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
42-44	17-18	24-26	6-8	1696-1797	7	945-1034	0

Drop: Bomb Ashes, Bomb Shell

Steal: Scorpio Gem

Poach: Pebble, Bomb Fragment

Rain Dancer
315

Danbania

▸ *Giza Plains*

🔥	⚡	❄	🪨	💧	🍃	○	●
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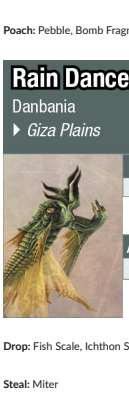


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	8084-8166	728-738	26-27	17	57-58	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
32-34	12	12-13	4-6	1426-1524	5	660-719	0

Drop: Fish Scale, Ichthon Scale

Steal: Miter

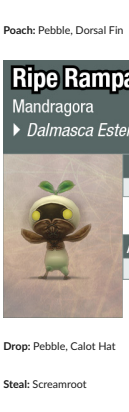
Poach: Pebble, Dorsal Fin

Ripe Rampager
316

Mandragora

▸ *Dalmasca Estersand, Yardang Labyrinth*

🔥	⚡	❄	🪨	💧	🍃	○	●
W	-	-	-	AB	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4-5	357-369	455-458	10	9	38-39	11

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
14-15	1-2	7	0	25-28	2	150-159	0

Drop: Pebble, Calot Hat

Steal: Screamroot

Poach: Pebble, Four-leaf Clover

Razorfin
317

Piranha

▸ *Garamscythe Waterway, North Spur Sluiceway*

🔥	⚡	❄	🪨	💧	🍃	○	●
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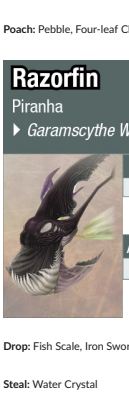

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
4-5	156-167	154-158	11-12	6	33-34	14-16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
12-13	6	8	0-1	34-38	2	36-45	0

Drop: Fish Scale, Iron Sword

Steal: Water Crystal

Poach: Pebble, Ichthon Scale

Killbug
318

Mimic

▸ *Ozmone Plains, The Switchback*

🔥	⚡	❄	🪨	💧	🍃	○	●
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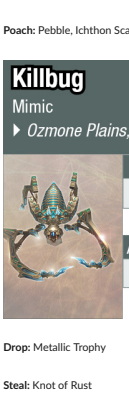

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
44-45	28976-29216	910-917	35-37	19	72-74	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
63-65	25-28	26	0	2977-3134	12	1350-1510	0

Drop: Metallic Trophy

Steal: Knot of Rust

Apsara
319

Piranha

▸ *Phon Coast, The Mauleia Strand*

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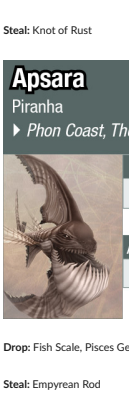
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	23381-23501	999	33-35	22	72-74	20-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
54-56	19-21	21-22	6-9	3071-3242	9	1240-1327	0

Drop: Fish Scale, Pisces Gem

Steal: Empyrean Rod

Poach: Pebble, Dorsal Fin

Minibug
320

Tiny Mimic

▸ *Barheim Passage, East-West Bypass*

🔥	⚡	❄	🪨	💧	🍃	○	●
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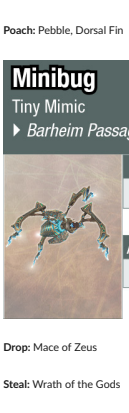


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	16052-16292	371-378	33-35	18	72-74	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
58-60	24-27	24	0	1010-1167	12	1140-1300	0

Drop: Mace of Zeus

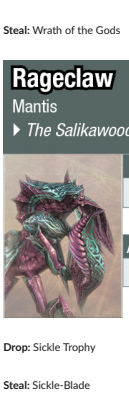
Steal: Wrath of the Gods

Rageclaw
321

Mantis

▸ *The Salikawood, Piebald Path*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-37	39586-39696	585-590	36-38	16	74-75	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60-62	24-26	19	0	4263-4352	11	1690-1764	0

Drop: Sickle Trophy

Steal: Sickle-Blade

Ithuno
322

Mimic

▸ *Barheim Passage, Special Op Sector 5*

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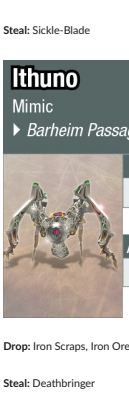
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-42	23101-23341	865-872	34-36	19	69-71	21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-61	25-28	21	0	2556-2713	11	1285-1445	0

Drop: Iron Scraps, Iron Ore

Steal: Deathbringer

Biding Mantis
323

Preying Mantis

▸ *Golmore Jungle, The Needlebrake*

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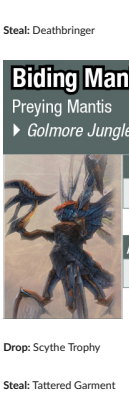

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	68170-68280	715-720	40-42	19	79-80	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-80	28-30	26	0	5330-5419	13	2065-2139	0

Drop: Scythe Trophy

Steal: Tattered Garment

Drop: Horn, Solid Horn

Steal: Hunting Crossbow

Poach: Pebble, Frog Oil

Aeros
328

Aeronite

▸ *Ozmone Plains, The Shred*

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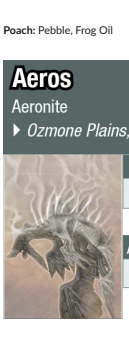
-	W	AB	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
23-24	12497-12837	832-922	27-30	18-20	62-67	16-18

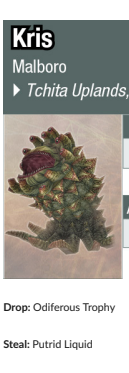
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
33-36	10-12	11-13	0	2075-2201	5	960-1239	0

Kris
324

Malboro

▸ *Tchita Uplands, The Highlands*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	27515-47755	999	37-39	24-27	77-82	20-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
76-79	24-27	32-34	0	5445-5629	13	1815-2010	0

Drop: Odiferous Trophy

Steal: Putrid Liquid

Wood Toad
325

Toad

▸ *The Salikawood, Corridor of Ages*

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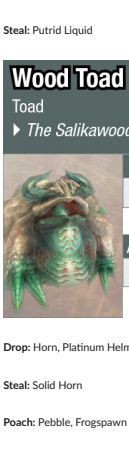
-	W	AB	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-36	51642-51752	999	39-41	25	79-80	19-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-76	27	31	4	5683-5776	13	1980-2061	0

Drop: Horn, Platinum Helm

Steal: Solid Horn

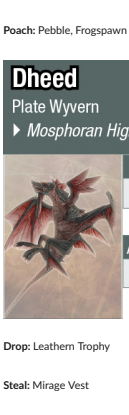
Poach: Pebble, Frogspawn

Dheed
326

Plate Wyvern

▸ *Mosphoran Highwaste, Skyreach Ridge*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49-50	77420-78100	999	40-44	27-30	85-92	21-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
80-84	24-27	28-30	0	8794-8997	13	2880-3400	0

Drop: Leathern Trophy

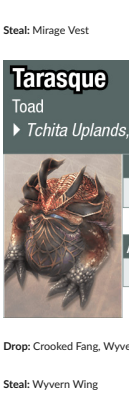
Steal: Mirage Vest

Tarasque
327

Toad

▸ *Tchita Uplands, Garden of Life's Circle*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	27566-27886	999	34-37	22	72-73	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
55-57	21-22	23-25	3	3492-3666	10	1440-1667	0

Drop: Crooked Fang, Wyvern Fang

Steal: Wyvern Wing

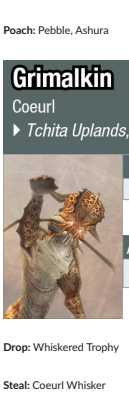
Poach: Pebble, Ashura

Grimalkin
329

Coeurl

▸ *Tchita Uplands, Uazcuff Hills*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	23101-23421	999	34-37	24	74-75	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-61	23-24	27-29	8	2430-2604	11	1570-1797	0

Drop: Whiskered Trophy

Steal: Coeurl Whisker

Terror Tyrant
330

Tyrant

▸ *Dalmasca Estersand, Broken Sands*

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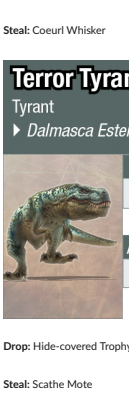

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50-51	125704-126384	488-608	42-46	20-23	87-64	25-28

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
84-88	28-31	28-30	0	14426-14629	14	4725-5245	0

Drop: Hide-covered Trophy

Steal: Scathe Mote

Nekhbet
331

Cockatrice

▸ *Dalmasca Estersand, Sand-swept Naze*

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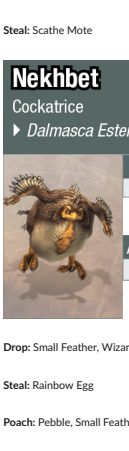

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
5-6	3963-3979	488-492	19	16	38-39	15-16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-25	6	9	3-5	625-629	3	415-428	0

Drop: Small Feather, Wizard's Hat

Steal: Rainbow Egg

Poach: Pebble, Small Feather

Abelisk
332

Tyrant

▸ *Ridorana Cataract, Echoes from Time's Garden*

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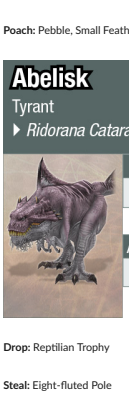

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49-50	104744-105424	468-588	41-45	20-23	85-92	23-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
82-86	26-29	26-28	0	13258-13941	13	4500-5020	0

Drop: Reptilian Trophy

Steal: Eight-fluted Pole

Glaring Eye
333

Necrophobe

▸ *Henne Mines, Crossover C*

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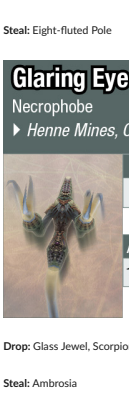

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
64-65	175195-175375	999	50-52	43-45	79	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
101-104	31-33	38-39	3	13273-13433	18	3325-3468	0

Drop: Glass Jewel, Scorpion Tail

Steal: Ambrosia

Dustia
334

Oversoul

▸ *Dalmasca Westersand, Corridor of Sand*

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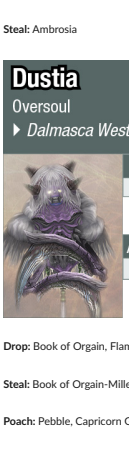

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
17-18	7266-7272	975-995	25-26	17-18	42	13

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
27-28	8	7	2	1098-1101	3	585-601	0

Drop: Book of Orgain, Flame Staff

Steal: Book of Orgain-Mille

Poach: Pebble, Capricorn Gem

Cultsworn Lich
335

Lich

▸ *The Tomb of Raithwall, Southfall Passage*

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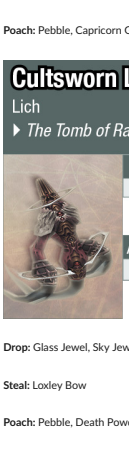

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
20-21	7578-7584	910-930	25-26	17-18	42	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
29-30	10	13	1	1325-1328	4	655-671	0

Drop: Glass Jewel, Sky Jewel

Steal: Loxley Bow

Poach: Pebble, Death Powder

Ishteen
336

Reaper

▸ *Barheim Passage, The Zeviah Span*

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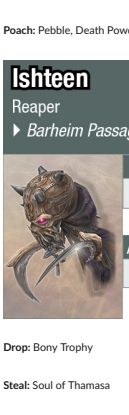

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	34042-34222	999	36-38	25-27	65	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
61-64	22-24	23-24	4	4101-4261	11	1855-1998	0

Drop: Bony Trophy

Steal: Soul of Thamasa

Evil Spirit
337

Necrofiend

▸ *The Great Crystal, XIX Teleporter*

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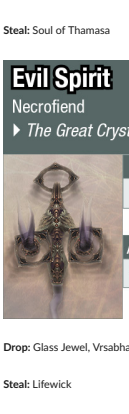

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
61-62	121672-121852	999	50-52	42-44	77	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
99-102	29-31	35-36	2	11334-11494	17	3015-3158	0

Drop: Glass Jewel, Vrsabha

Steal: Lifewick

Vorres
338

Gazer

▸ *Necrohol of Nabudis, Hall of the Ivory Covenant*

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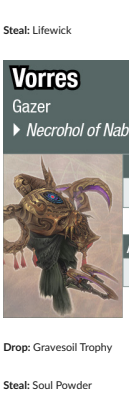

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49-50	63758-63938	999	41-43	28-30	72	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
80-83	25-27	29-30	4	7145-7305	13	2340-2483	0

Drop: Gravesoil Trophy

Steal: Soul Powder

Juggernaut
339

Golem

▸ *The Feywood, White Magick's Embrace*

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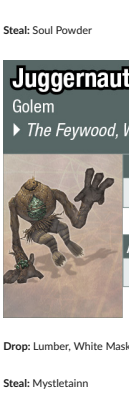

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	76251-76491	999	37-39	23-25	65	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
66-69	27-30	30-32	0	5145-5393	12	2100-2295	0

Drop: Lumber, White Mask

Steal: Mystletainn

Negalmuur
340

Nightwalker

▸ *Stilshrine of Miriam, Ward of the Sword-King*

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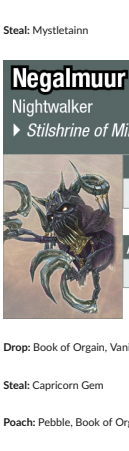

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31-32	18910-18970	999	35-36	21-23	57	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
45-47	15-16	20-21	3	2625-2718	7	1170-1228	0

Drop: Book of Orgain, Vanishga Mote

Steal: Capricorn Gem

Poach: Pebble, Book of Orgain-Mille

Molen
341

Golem

▸ *Zertinan Cavern, Hourglass Basin*

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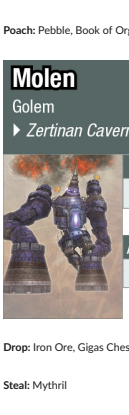

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	59976-60216	999	36-38	22-24	62	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-62	25-28	24-26	0	4775-5023	11	1890-2085	0

Drop: Iron Ore, Gigas Chestplate

Steal: Mythril

Larva Eater
342

Gargoyle

▸ *The Great Crystal, XIII and XIV Teleporters*

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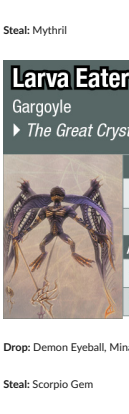

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	108486-108646	999	49-51	42-45	82	25-26
61-62	108486-108646	999	49-51	42-45	82	25-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
98-100	32-33	35-39	14-16	10425-10601	17	2770-2971	0
98-100	32-33	35-389	14-16	10425-10601	17	2770-2971	0

Drop: Demon Eyeball, Mina

Steal: Scorpio Gem

Tower
343

Babil

▸ *Pharos-Third Ascent*

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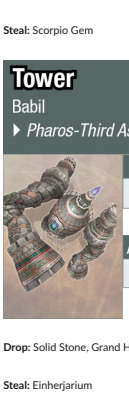

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
59-60	136638-136878	999	42-44	26-28	72	20-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
83-86	32-35	33-35	0	8484-8732	14	2645-2840	0

Drop: Solid Stone, Grand Helm

Steal: Einherjarium

Arioch
344

Gargoyle

▸ *Nabreus Deadlands, The Slumbermead*

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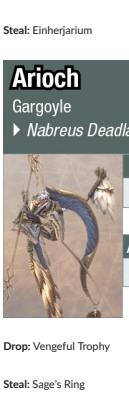

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	43380-43540	999	38-40	25-28	74	21-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-77	27-28	31-35	9-11	5445-5621	13	1900-2101	0

Drop: Vengeful Trophy

Steal: Sage's Ring

Grey Molter
345

Viper

▸ *Mosphoran Highwaste, Empyrean Way*

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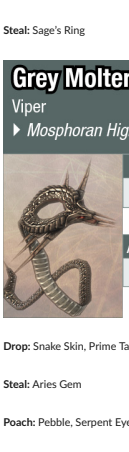

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
34-35	21342-21452	338-353	34-36	17	69-70	19-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
50-51	18	20	6	3182-3275	8	1270-1351	0

Drop: Snake Skin, Prime Tanned Hide

Steal: Aries Gem

Poach: Pebble, Serpent Eye

Fideliant
346

Skeleton

▸ *Dalmasca Westersand, The Midfault*

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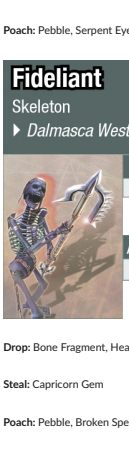

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
18-19	5189-5195	429-449	24-25	13-14	42	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-26	9	6	3	929-932	3	495-511	0

Drop: Bone Fragment, Heavy Lance

Steal: Capricorn Gem

Poach: Pebble, Broken Spear

Midgardsormr
347

Basilisk

▸ *Golmore Jungle, Paths of Chained Light*

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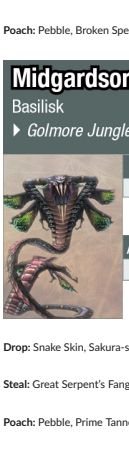

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24-25	9139-9249	234-249	29-31	14	57-58	17-18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35-36	14	12	4	1615-1708	5	880-961	0

Drop: Snake Skin, Sakura-saezuri

Steal: Great Serpent's Fang

Poach: Pebble, Prime Tanned Hide

Crystal Knight
348

Crusader

▸ *The Great Crystal, XX Teleporter*

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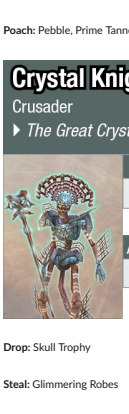

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
61-62	101390-101570	999	50-52	40-42	79	26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
97-100	30-32	32-33	14	9973-10133	17	2650-2793	0

Drop: Skull Trophy

Steal: Glimmering Robes

Nazarnir
349

Sleipnir

▸ *Giza Plains, Starfall Field*

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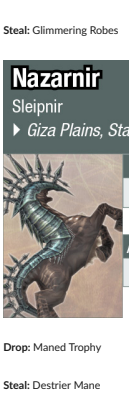

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-46	39652-39972	780-810	37-40	20	77-78	20-22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
65-67	25-26	30-32	0	4409-4583	12	1800-2027	0

Drop: Maned Trophy

Steal: Destrier Mane

Grave Lord
350

Skeleton

▸ *Golmore Jungle, The Rustling Chapel*

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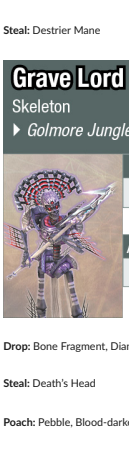

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24-25	41316-41376	999	39-40	23-25	72	22

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
74-76	25-26	28-29	9	4689-4782	13	1815-1873	0

Drop: Bone Fragment, Diamond Helm

Steal: Death's Head

Poach: Pebble, Blood-darkened Bone

Victanir
351

Shadonir

▸ *Nam-Yensa Sandsea, Yellow Sands*

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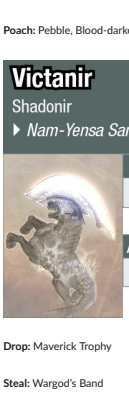

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	55114-55434	897-927	40-43	22	79-80	21-23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-80	27-28	31-33	0	5296-5470	13	2070-2297	0

Drop: Maverick Trophy

Steal: Wargod's Band

Zombie Lord
352

Forbidden

▸ *The Tomb of Raithwall, Northfall Passage*

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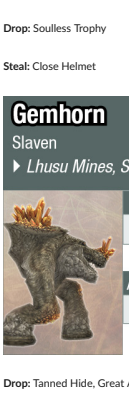

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	21593-21599	999	34-35	21-22	62	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
57-58	21	22	0	2507-2510	11	1420-1436	0

Drop: Soulless Trophy

Steal: Close Helmet

Gemhorn
353

Slaven

▸ *Lhusu Mines, Site 11*

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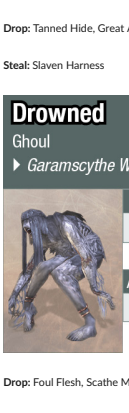


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
45-46	42701-43121	520-525	36-38	17-19	79-81	17

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
65-68	22-24	26	0	4226-4389	12	1725-2001	0

Drop: Tanned Hide, Great Axe

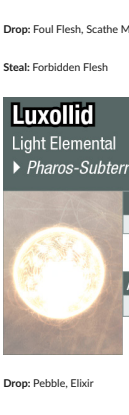
Steal: Slaven Harness

Drowned
354

Ghoul

▸ *Garamscythe Waterway, No. 4 Cloaca Spur*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-41	21886-22066	999	34-36	22-24	62	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
60-63	23-25	23-24	0	2319-2479	11	1465-1638	0

Drop: Foul Flesh, Scathe Mote

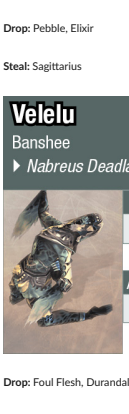
Steal: Forbidden Flesh

Luxollid
355

Light Elemental

▸ *Pharos-Subterra, Umbra-South*

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	AB	W



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
52-53	342179	999	43	50	62	27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
89	50	53	2	27404	15	8340	0

Drop: Pebble, Elixir

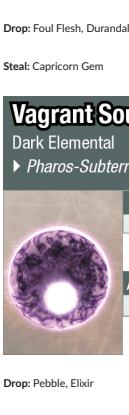
Steal: Sagittarius

Velelu
356

Banshee

▸ *Nabreus Deadlands, The Fog Mutters*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
46-47	37189-37369	999	38-40	24-26	69	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
75-78	25-27	29-30	0	3481-3641	13	1735-1878	0

Drop: Foul Flesh, Durandal

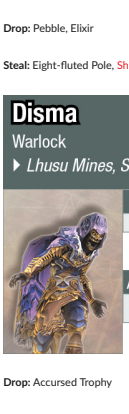
Steal: Capricorn Gem

Vagrant Soul
357

Dark Elemental

▸ *Pharos-Subterra, Abyssal-North*

🔥	⚡	❄	🪨	💧	🍃	○	●
NE	NE	NE	NE	NE	NE	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
52-53	342179	999	43	50	62	27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
89	50	53	2	27404	15	8340	0

Drop: Pebble, Elixir

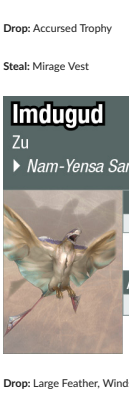
Steal: Eight-fluted Pole, Shikari Nagasa

Disma
358

Warlock

▸ *Lhusu Mines, Site 5 and Site 6 South*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
59-60	198572-198752	999	79-81	77-79	77	25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
99-102	31-33	35-36	0	7433-7593	18	2660-2803	0

Drop: Accursed Trophy

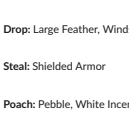
Steal: Mirage Vest

Imdugud
359

Zu

▸ *Nam-Yensa Sandsea, Withering Shores*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
17-18	8302-8318	312-316	25	13	55-56	14-15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
27-28	8	7	3-5	1101-1105	3	655-668	0

Drop: Large Feather, Windslicer Pinion

Steal: Shielded Armor

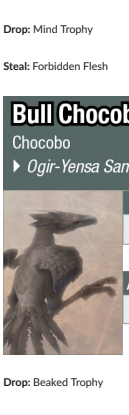
Poach: Pebble, White Incense

Ancbolder
360

Headless

▸ *Paramina Rift, Karydine Glacier*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29-30	14022-14142	358-361	32-34	14	55-57	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
41-43	18-19	18	0	2185-2286	7	990-1069	0

Drop: Mind Trophy

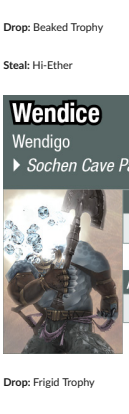
Steal: Forbidden Flesh

Bull Chocobo
361

Chocobo

▸ *Ogir-Yensa Sandsea, South Tank Approach*

🔥	⚡	❄	🪨	💧	🍃	○	●
?	?	?	?	?	?	?	?



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47-48	43263-43383	999	39-41	22	79-81	23-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
79-81	24-26	29-30	10-13	4806-4977	13	1945-2032	0

Drop: Beaked Trophy

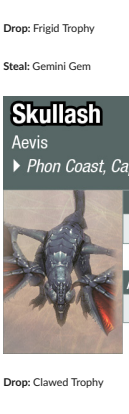
Steal: Hi-Ether

Wendice
362

Wendigo

▸ *Sochen Cave Palace, Destiny's March*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	W	AB	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38-39	29988-30408	585-590	36-38	17-19	50-52	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
59-62	23-25	21	0	4092-4255	11	1650-1896	0

Drop: Frigid Trophy

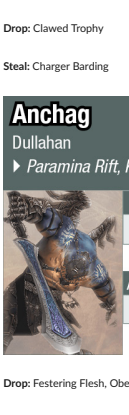
Steal: Gemini Gem

Skullash
363

Aevis

▸ *Phon Coast, Cape Tialan*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	W	AB	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
37-38	51065-51745	999	39-43	21-24	77-84	18-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-66	27-30	24-26	0	6628-6831	11	2995-3515	0

Drop: Clawed Trophy

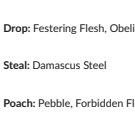
Steal: Charger Barding

Anchag
364

Dullahan

▸ *Paramina Rift, Karydine Glacier*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
29-30	30395-30515	618-621	36-38	18	65-67	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-64	25-26	22	0	3787-3888	11	1710-1789	0

Drop: Festering Flesh, Obelisk

Steal: Damascus Steel

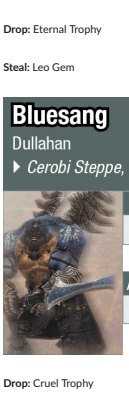
Poach: Pebble, Forbidden Flesh

Myath
365

Dragon Lich

▸ *Stilshrine of Miriam, Ward of Velitation*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	51065-51745	999	39-43	21-24	77-84	18-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-66	27-30	24-26	0	6628-6831	11	2995-3515	0

Drop: Eternal Trophy

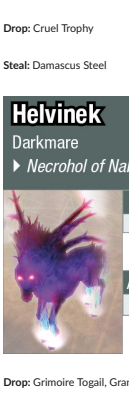
Steal: Leo Gem

Bluesang
366

Dullahan

▸ *Cerobi Steppe, Crossfield*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
42-43	30395-30815	618-623	36-38	18-20	65-67	19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-65	25-27	22	0	3787-3950	11	1710-1986	0

Drop: Cruel Trophy

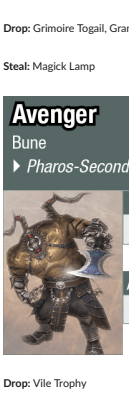
Steal: Damascus Steel

Helvinek
367

Darkmare

▸ *Necrohol of Nabudis*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
48-49	52376-52536	999	50-52	36-39	72	36-37

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-80	26-27	32-36	6-8	6594-6770	13	2160-2361	0

Drop: Grimoire Togail, Grand Armor

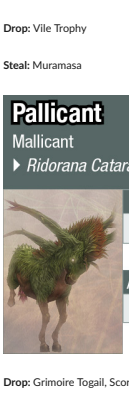
Steal: Magick Lamp

Avenger
368

Bune

▸ *Pharos-Second Ascent, Station of Ascension*

🔥	⚡	❄	🪨	💧	🍃	○	●
AB	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
61-62	105618-106038	943-948	50-52	37-39	77-79	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
99-102	32-34	32	0	10880-11043	16	2755-3031	0

Drop: Vile Trophy

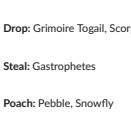
Steal: Muramasa

Pallicant
369

Mallicant

▸ *Ridorana Cataract, City of Other Days*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
48-49	52376-52536	999	40-42	26-29	72	20-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
78-80	26-27	32-36	6-8	6597-6770	13	2160-2361	0

Drop: Grimoire Togail, Scorpio Gem

Steal: Gastrophetes

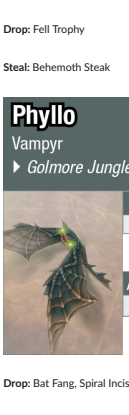
Poach: Pebble, Snowfly

Alteci
370

Behemoth

▸ *Zertinan Cavern, The Undershore*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	AB	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-42	52281-52701	741-746	38-40	18-20	74-76	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-65	24-26	23	0	5364-5527	11	2565-2841	0

Drop: Fell Trophy

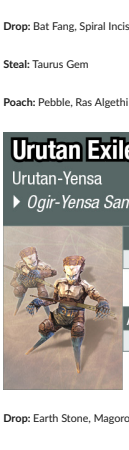
Steal: Behemoth Steak

Phyllo
371

Vampyr

▸ *Golmore Jungle, The Branchway*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	W	-	AB	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
24-25	6092-6160	293-302	27-28	15	52-53	19-21

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
35-37	13-14	13	4-6	652-744	5	710-760	0

Drop: Bat Fang, Spiral Incisor

Steal: Taurus Gem

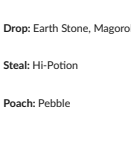
Poach: Pebble, Ras Algethi

Urutan Exile
372

Urutan-Yensa

▸ *Ogir-Yensa Sandsea, Platform 2-Refinery*

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	AB	-	W	-	-



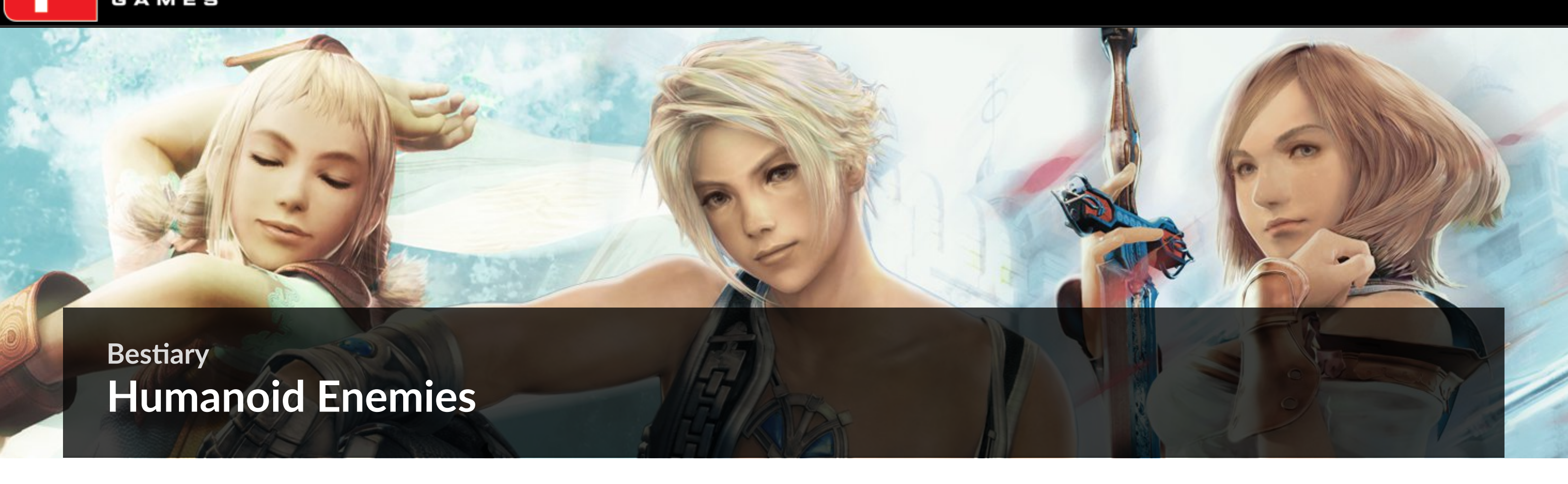
Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
17-18	4153-4161	234-237	22-23	13-14	49-50	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
25-26	9	7	3	615-635	3	405-412	0-3

Drop: Earth Stone, Magoroku

Steal: Hi-Potion

Poach: Pebble



Bestiary

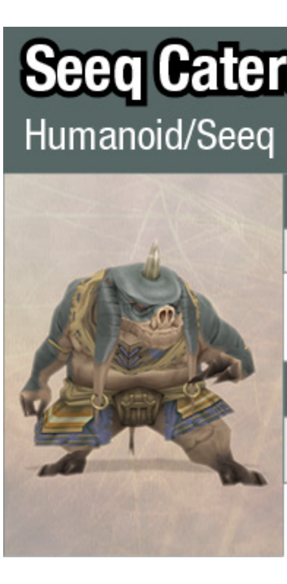
Humanoid Enemies

Seeq Cateran

373-A

Humanoid/Seeq

W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
32-34	3770-3920	300-336	31-35	14-16	46-50	17-19

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
42-46	21-23	21	4-6	1481-1781	1	198-318	116-128

Drop: Water Stone, Phoenix Down, Six-fluted Pole

Steal: Pebble, 200 gil, Hi-Potion

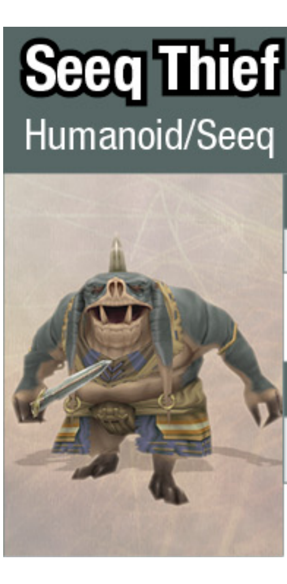
Poach: Pebble

Seeq Thief

373-B

Humanoid/Seeq

W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
36-39	5932-6652	375-495	32-41	17-23	50-56	18-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
52-61	24-27	22-25	4-7	2048-2873	1	248-794	168-198

Drop: Dagger, Echo Herbs, Water Crystal

Steal: 80 gil, Gold Needle, Aqua Mote

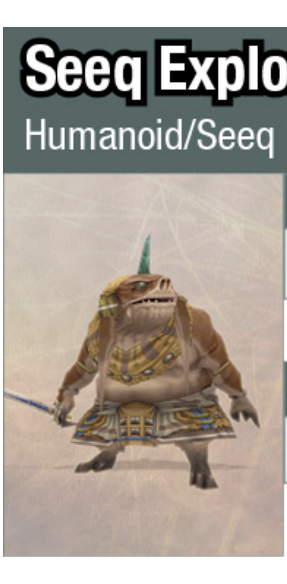
Poach: Pebble

Seeq Explorer

373-C

Humanoid/Seeq

W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
41-42	26778-27018	999	37-40	21-23	63-65	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
58-61	30-31	26-27	15-16	5001-5276	2	1188-1370	215-225

Drop: Water Crystal, Nu Khai Sand, Tumulus

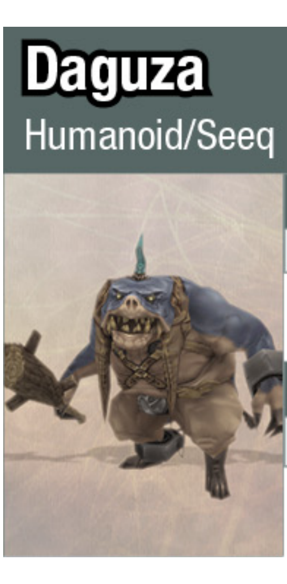
Steal: 160 gil, Teleport Stone, X-Potion

Daguza

373-D

Humanoid/Seeq

W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
8	232	90	7	6	20	9

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
7	2	8	4	0	2	205	0

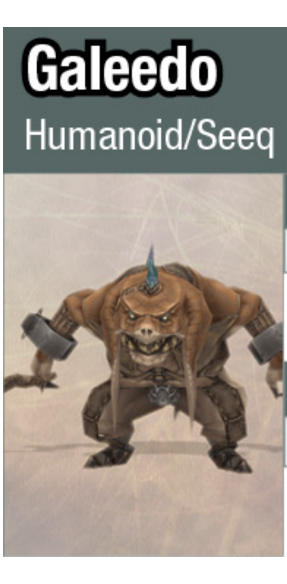
Steal: Potion, 200 gil, Phoenix Down

Galeedo

373-E

Humanoid/Seeq

W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
6	158	80	6	8	23	8

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
7	3	7	2	0	2	205	0

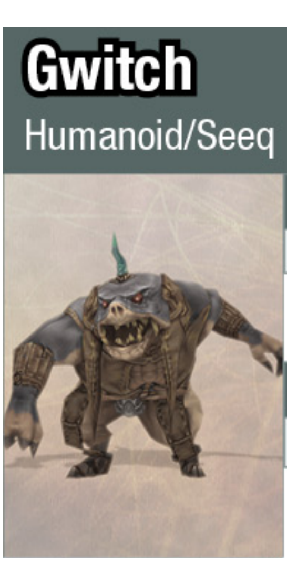
Steal: 5 gil, Antidote, Phoenix Down

Gwitch

373-F

Humanoid/Seeq

W	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7	142	70	6	7	20	10

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
8	3	7	3	0	2	205	0

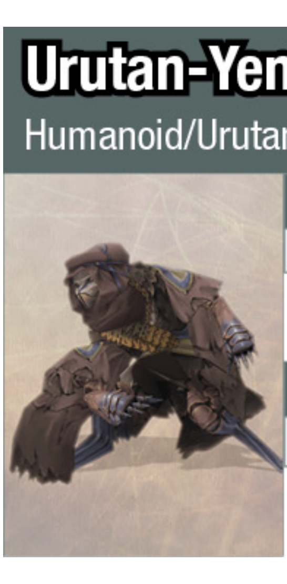
Steal: Potion, Eye Drops, Dark Mote

Urutan-Yensa

374-A

Humanoid/Urutan-Yensa

-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
12-14	702-718	150-156	15-17	13-15	29-31	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
20-22	9	8	3	345-385	1	68-82	23-29

Drop: Earth Stone, Phoenix Down, Earth Magicite

Steal: Potion, Echo Herbs, Yensa Fin

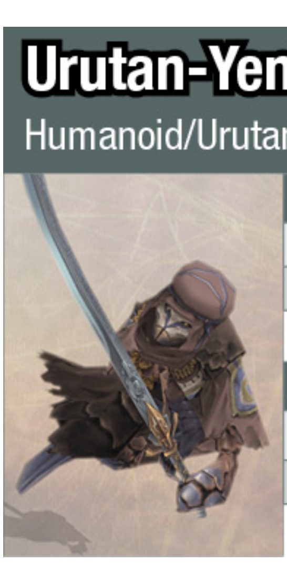
Poach: Pebble

Urutan-Yensa

374-B

Humanoid/Urutan-Yensa

-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
12-15	702-718	150-156	15-17	13-15	29-31	18
12-14	702-718	150-156	15-17	13-15	29-31	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
20-22	9	8	3	345-385	1	68-82	23-29
20-22	9	8	3	345-385	1	68-82	23-29

Drop: Earth Stone, X-Potion, Potion, Earth Magicite

Steal: Pebble, Echo Herbs, Yensa Fin

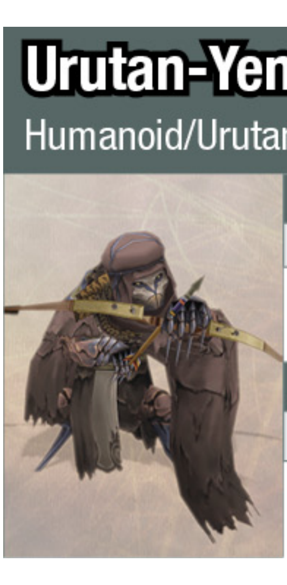
Poach: Pebble

Urutan-Yensa

374-C

Humanoid/Urutan-Yensa

-	-	-	-	-	W	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
12-15	702-718	150-156	15-17	13-15	29-31	18

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-23	9	8	3	345-385	1	68-82	24-30

Drop: Earth Stone, Phoenix Down, Earth Magicite

Steal: Pebble, Potion, Yensa Fin

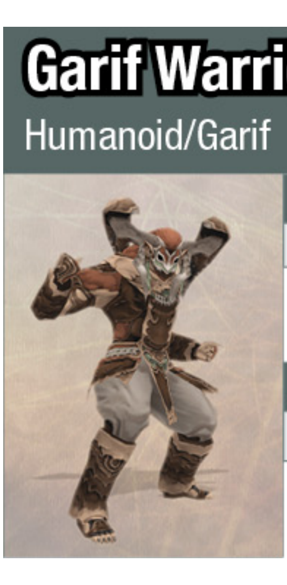
Poach: Pebble

Garif Warrior

375

Humanoid/Garif

-	W	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
21	7049	840	28	19	50	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
27	13	15	12	1625	2	484	51

Drop: Ice Magicite, Potion, Hi-Potion

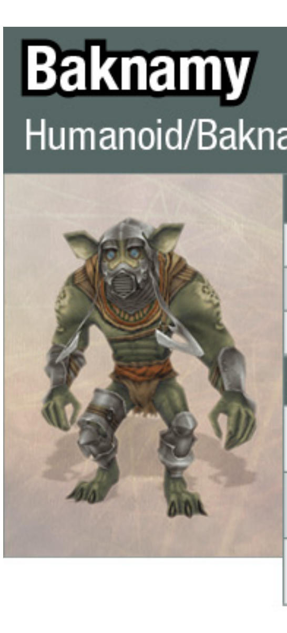
Steal: Potion, Hi-Potion, 500 gil

Baknamy

376-A

Humanoid/Baknamy

-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-36	4501-4576	805-823	31-33	14-15	50-52	20-21
43-44	8965-9205	999	33-36	16-18	59-61	23-35
46-47	11338-11578	999	36-39	18-20	61-63	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
46-48	19-20	25	5-6	1961-2111	1	231-291	133-139
62-65	25-26	32-33	7-8	2793-3068	1	347-529	247-257
73-76	26-27	33-34	8-9	3596-3871	1	380-562	297-307

Drop: [a] Storm Magicite, [b][c] Storm Crystal, [a] Diamond Armor, [b] Hi-Potion, [c] Teleport Stone, [a] Vanishga Mote, [b] Yakei, [c] Hastega Mote

Steal: [a] Antidote, [b] Nu Khai Sand, [c] Remedy, [a] Prince's Kiss, [a][b] Hi-Potion, [c] Knot of Rust, [b] Reflectga Mote, [c] X-Potion

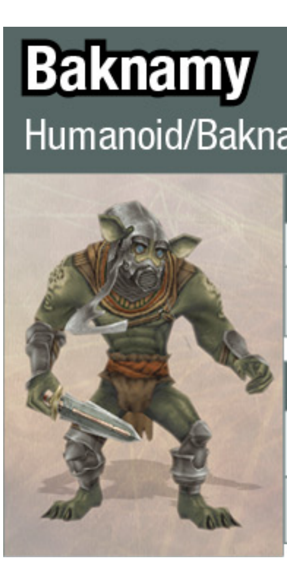
Poach: Pebble

Baknamy

376-B

Humanoid/Baknamy

-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	8965-9205	999	33-36	16-18	59-61	23-25
46-47	11338-11578	999	36-39	18-20	61-63	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
62-65	25-26	32-33	7-8	2793-3068	1	347-529	247-527
73-76	26-27	33-37	8-9	3596-3871	1	380-562	297-307

Drop: Storm Crystal, [a] Hi-Potion, [b] Teleport Stone, [a] Yakei, [b] Hastega Mote

Steal: [a] Nu Khai Sand, [b] Remedy, [a] Hi-Potion, [b] Knot of Rust, [a] Reflectga Mote, [b] X-Potion

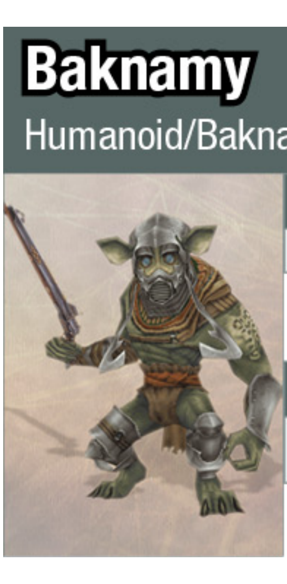
Poach: Pebble

Baknamy

376-C

Humanoid/Baknamy

-	-	W	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
43-44	8965-9205	999	33-36	16-18	59-61	23-25

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24-27	25-26	32-33	7-8	2793-3068	1	347-529	148-158

Drop: Storm Crystal, Hi-Potion, Yakei

Steal: Nu Khai Sand, Hi-Potion, Reflectga Mote

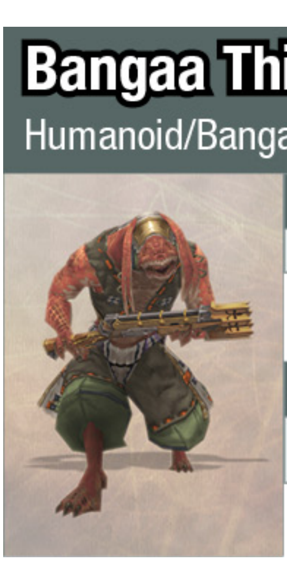
Poach: Pebble

Bangaa Thief

377-A

Humanoid/Bangaa

-	-	-	-	W	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40-42	6137-6617	630-710	32-38	18-22	53-57	20-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
21-27	25-27	24-26	6-8	2500-3050	1	397-661	120-140

Drop: Fire Crystal, X-Potion, Feystone

Steal: Eyedrops, 80 gil, Trident

Poach: Pebble

Bangaa Pirate

377-B

Humanoid/Bangaa

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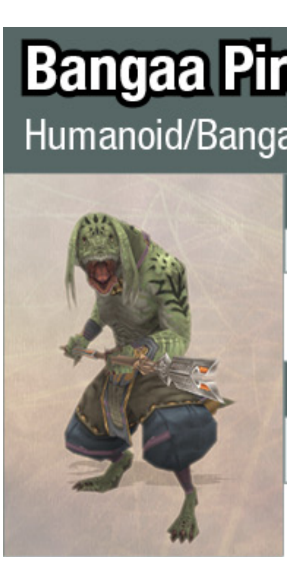

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
35-37	5381-5531	490-526	31-35	17-19	50-54	18-20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
46-50	22-24	23	5-7	1961-2261	1	231-351	143-155

Drop: Fire Stone, Remedy, Aldebaran

Steal: 80 gil, Bacchus’s Wine, Hi-Potion

Poach: Pebble

Bangaa Pugilist

377-C

Humanoid/Bangaa

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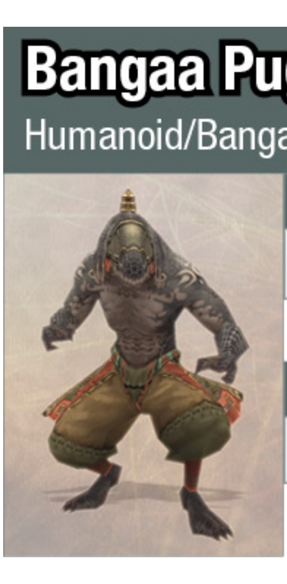
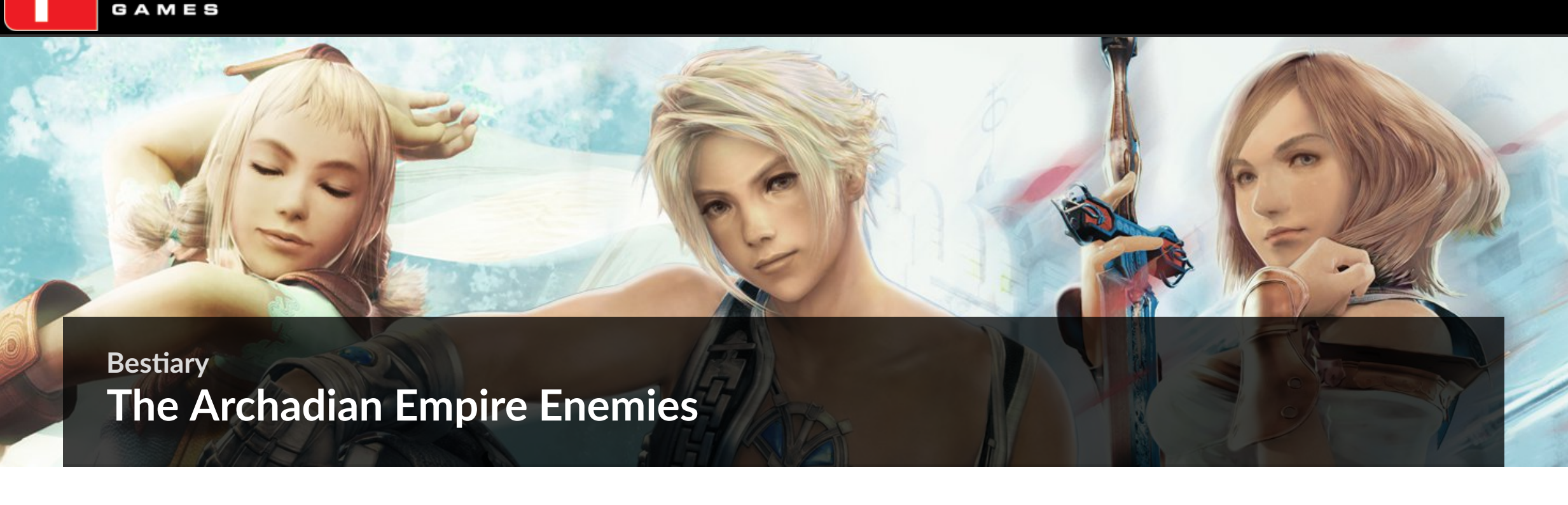


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
31-32	13825-13833	999	36-37	19-20	57-58	20

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
43-44	24	25	6	2961-2981	2	792-799	126-129

Steal: Potion, 10 gil, Phoenix Down



Bestiary

The Archadian Empire Enemies

Imperial Swordsman 378-A

Imperial Army/Imperial

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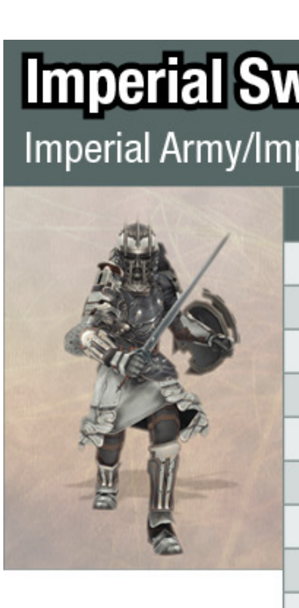

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
3-5	115-148	25-28	8-10	2-7	13-18	11-12
3-4	70-74	25	11-12	6	20	6-8
8-9	229-237	72-75	10-11	4-5	17-18	12
5	210	80	13	7	20	11
5	170	80	12	6	15	9
5	180	80	13	7	18	12
5	190	80	12	6	15	11
9-10	562-570	120-123	14-15	11-12	23-24	16
11-12	674-682	132-135	16-17	12-13	24-25	18
10-12	615	150	15	12	32	15
17-19	845	180	19	12	34	16
10-11	430	120	14	11	23	14
36-37	3589-3829	480-520	29-32	19-21	41-43	20-22
48-50	3669-4149	660-740	33-39	22-26	48-52	22-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
10-13	3-4	8	2-3	24-44	0	0	0-3
7-8	2-3	12	0	0	0	0	0
12-13	3	5	5	65-85	1	27-34	8-11
11	6	7	2	0	2	76	6
12	6	7	3	0	2	76	6
11	6	7	2	0	2	76	6
12	6	7	3	0	2	76	6
16-17	6	6	3	137-157	1	42-49	8-11
17-18	8	8	3	151-171	1	46-53	8-11
18	6	7	3	285	1	53	9
21	10	8	3	338	1	63	17
16	6	6	3	137	1	42	9
50-53	20-21	22-23	5-6	1164-1439	1	168-350	84-94
67-73	26-28	30-32	7-9	1137-1687	1	231-595	133-153

Drop: [a][c][h][i][k] Potion, [h][i][k][m][n] Hi-Potion, [c][h][i][k][m][n] Phoenix Down, [n] X-Potion

Steal: [c][d][e][f][g][h][i][j][k][l][n] Potion, [j][m][n] Hi-Potion, [c][d][e][f][g][h][i][k][l][m] Phoenix Down, [j] 300 gil, [m] 150 gil, [c][l] 150 gil, [d][e][f][g] 100 gil, [h][j][k] 180 gil, [n] X-Potion

Poach: [c][h][i][k][l][m][n] Pebble, [j] Potion

Imperial Marksman 378-B

Imperial Army/Imperial

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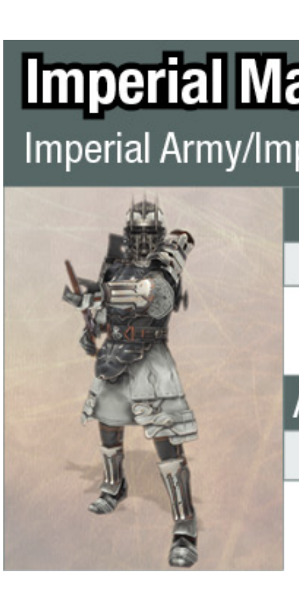

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
7	264	79	10	4	19	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
7	4	6	5	65	1	27	6

Drop: Potion, Phoenix Down

Steal: Potion, Phoenix Down, 150 gil

Poach: Pebble

Imperial Hoplite 378-C

Imperial Army/Imperial

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Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
8-9	275-283	58-61	12-13	4-5	19-20	12
10-12	674-682	96-116	16-18	11-13	24-26	16
36-38	4308-4788	384-464	31-37	19-23	43-47	20-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
13-14	5	5	5	72-92	1	30-37	10-13
18-20	8	6	3	151-191	1	46-64	9-13
52-58	22-24	22-24	5-7	1281-1831	1	185-549	88-108

Drop: [a][b] Potion, Phoenix Down, [b][c] Hi-Potion

Steal: [a][b] Potion, [c] Hi-Potion, Phoenix Down, [a][c] 150 gil, [b] 180 gil

Poach: Pebble

Imperial Magus 378-D

Imperial Army/Imperial

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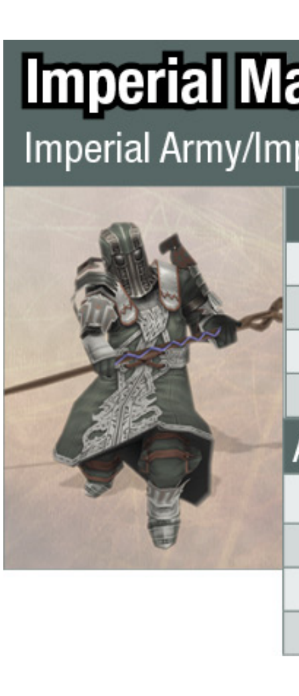

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
3-4	110-114	120-130	8-9	5-6	13-14	15
6-8	197-205	180-200	9-11	8-10	15-17	12
8-10	481-489	300-320	13-15	15-17	21-23	16
9-10	384	300	13	15	21	14

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
9-10	3	11	3	26-46	0	0-9	0-2
11-13	4	6	5	65-105	1	27-45	8-12
16-18	7	7	2	137-177	1	42-60	7-11
15	7	7	2	137	1	42	8

Drop: [a][b][c] Potion, [b]Dark Mote, [c] Warp Mote, [c] Aero Mote

Steal: [b] Potion, [b][c][d] Antidote, [c][d] Dark Mote, [b] 150 gil, [c][d] Aqua Mote

Poach: Pebble

Mastiff 378-E

Imperial Army/Imperial

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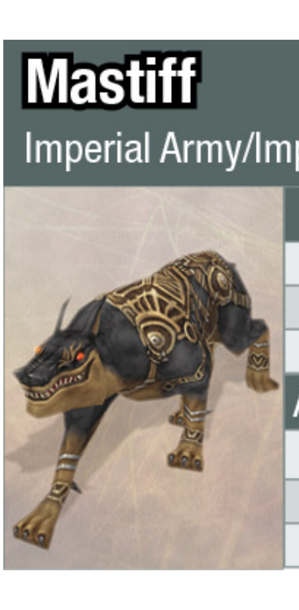

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
11-12	535-555	60-65	15-16	12	29	16
36-38	4464-5104	270-330	31-37	20	50-52	21-25
47-49	6987-7627	330-390	34-40	23	53-55	22-26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
17-18	7	7	3	160-162	1	60-76	0
53-57	22-24	24-28	8	1591-1939	1	270-725	0
68-72	27-29	31-35	9	2209-2557	1	330-785	0

Steal: Potion, Phoenix Down, Hi-Potion, X-Potion, Sallet

Poach: Pebble, Potion, Hi-Potion

Judge Ghis 379

Imperial Army/Judge

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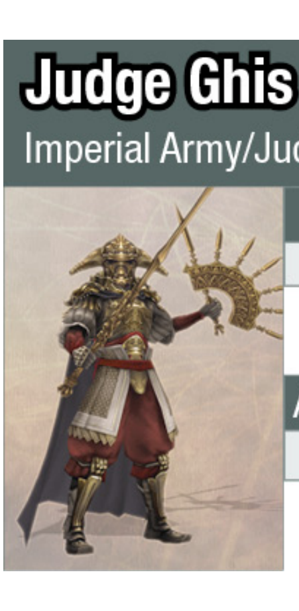

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
14	4120	330	17	12	47	16

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
22	9	6	3	0	22	530	0

Steal: Potion, Dark Mote, Nishijin Belt

Judge 380-A

Imperial Army/Imperial Elite

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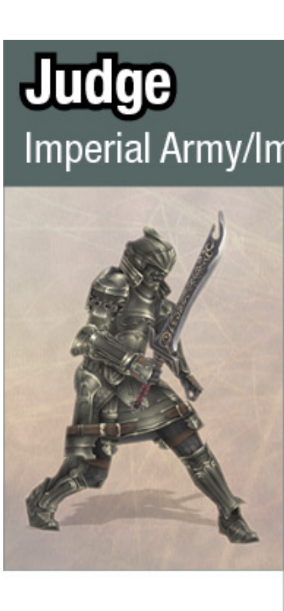
½	½	½	½	½	½	½	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
11	2245	300	18	14	44	13
28-29	3179	277	28	14	52	18
39-40	4846-5086	576-616	31-34	20-22	45-47	20-22
49-50	4953-5193	792-832	35-38	23-25	51-53	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
20	8	7	3	0	7	53	11
36	22	21	4	273	1	44	93
54-57	24-25	23-24	6-7	1455-1730	1	210-392	96-106
70-73	29-30	31-32	8-9	1421-1696	1	289-471	140-150

Drop: [c][d] Hi-Potion, [d] Phoenix Down, [c] X-Potion, [d] Serum

Steal: [a][b][d] Potion, [c] 100 gil, [a][b] 300 gil, Hi-Potion, [c][d] X-Potion

Poach: Pebble

Imperial Gunner 380-B

Imperial Army/Imperial Elite

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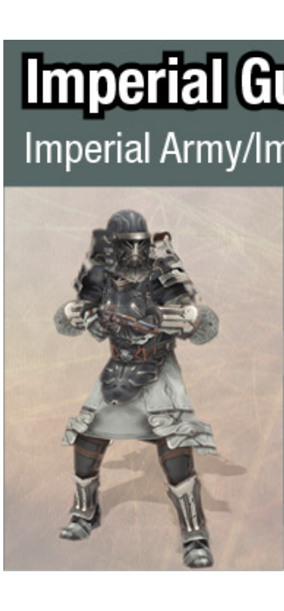

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
9	647	132	14	11	24	19
47-48	4219-4459	726-766	33-36	22-24	50-52	25-27

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
9	7	7	3	164	1	50	6
27-30	27-28	31-32	7-8	1363-1638	1	277-459	80-90

Drop: [a] Potion, Phoenix Down, Hi-Potion, [b] X-Potion

Steal: Potion, [a] 80 gil, [b] Hi-Potion, [a] 230 gil, [b] X-Potion

Poach: Pebble

Imperial Pilot 380-C

Imperial Army/Imperial Elite

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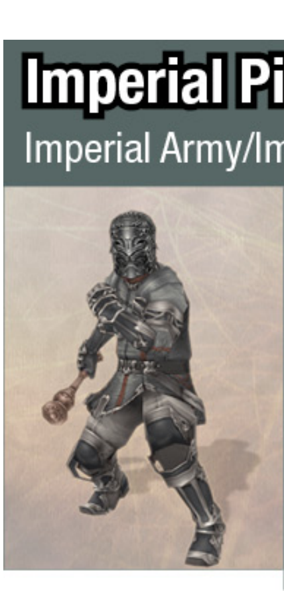

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
9	264	65	14	4	19	13
37-38	4127-4367	432-472	30-33	19-21	43-45	21-23
48-51	4219-4939	594-714	34-43	22-28	50-56	23-29

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
15	3	7	5	68	1	28	15
52-55	20-21	24-25	5-6	1222-1497	1	176-358	87-97
69-78	26-29	32-35	7-10	1193-2018	1	243-789	137-167

Drop: [a] Potion, [b][c] Hi-Potion, Phoenix Down, [c] X-Potion

Steal: [a] 100 gil, [b][c] Hi-Potion, [c] Potion, [a] 300 gil, [b] 150 gil, [a] 500 gil, [b] Phoenix Down, [c] X-Potion

Poach: Pebble

Imperial Beastmaster 380-D

Imperial Army/Imperial Elite

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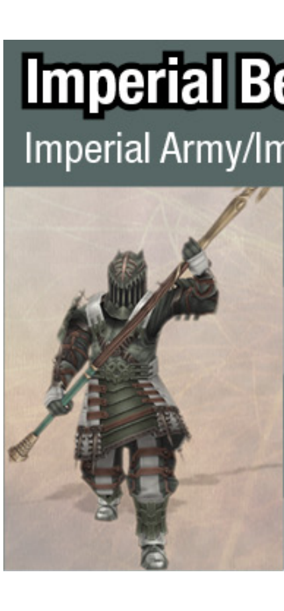

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49-50	3458-3698	999	33-36	29-31	45-47	22-24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
68-71	28-29	35-36	6-7	1307-1582	1	266-448	134-144

Drop: Phoenix Down, Hi-Potion, Reflectga Mote

Steal: Potion, Hi-Potion, Ether

Poach: Pebble

Judge Bergan 381

Imperial Army/Judge

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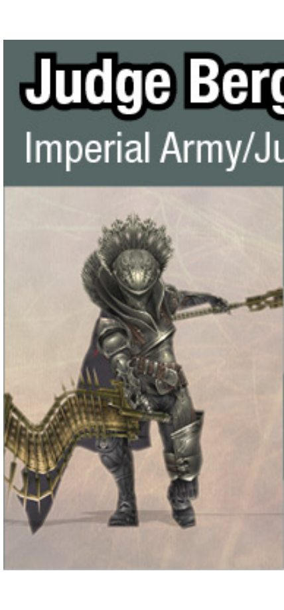

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
30	17200	999	37	23	60	40

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
65	26	22	4	0	19	1980	0

Steal: Hi-Potion, Ruby Ring, Ether

Air Cutter Remora 382-A

Imperial Army/Imperial Armament

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-	-	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
10	2200	50	15	7	42	15

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
16	8	14	0	0	0	0	0

Drop: N/A

Steal: N/A

Spinner-Rook 382-B

Imperial Army/Imperial Armament

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47	13286	770	33	30	40	20

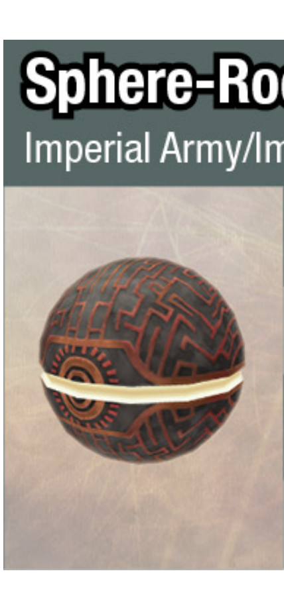
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
68	28	30	0	3631	1	380	0

Steal: Knot of Rust, Hi-Potion, X-Potion

Sphere-Rook 382-C

Imperial Army/Imperial Armament

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47	10286	770	35	22	40	18

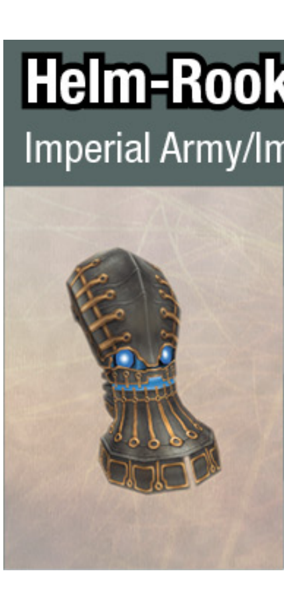
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
71	30	33	0	3631	1	380	0

Steal: Knot of Rust, Hi-Potion, X-Potion

Helm-Rook 382-D

Imperial Army/Imperial Armament

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47	12286	770	33	25	40	20

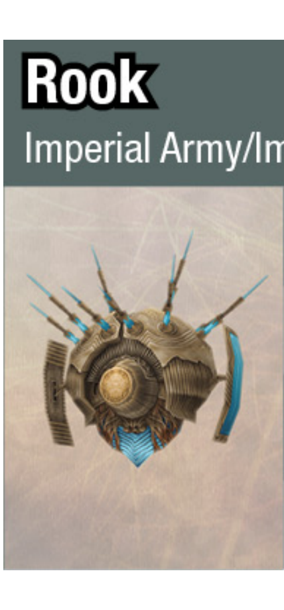
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
70	29	32	0	3631	1	380	0

Steal: Knot of Rust, Hi-Potion, X-Potion

Rook 382-E

Imperial Army/Imperial Armament

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	½	½



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
38	9859	441	33	24	47	24

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
55	33	26	0	784	5	93	0

Steal: Knot of Rust, Potion, Hi-Potion

Judge Gabranth 383-A

Imperial Army/Judge

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	-	-

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
47	64049	999	45	24	74	24

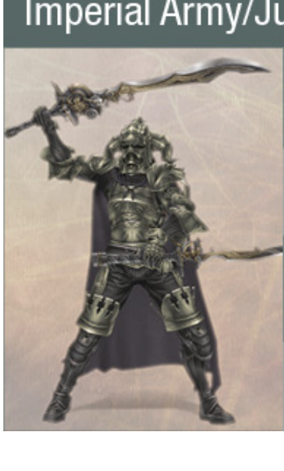
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
80	33	31	7	0	18	3600	0

Steal: Potion, Hi-Potion, X-Potion

Judge Gabranth (2nd Encounter) 383-B

Imperial Army/Judge

🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	-	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
49	70719	999	45	24	77	25

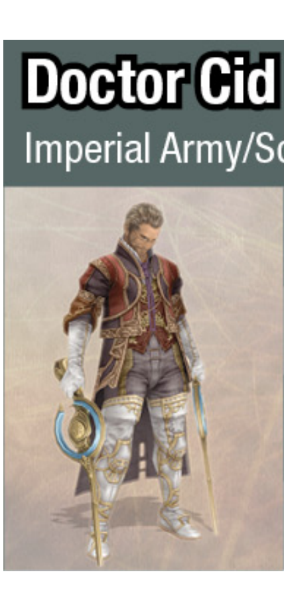
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
82	29	32	10	0	25	4140	0

Steal: Hi-Potion, X-Potion, Elixir

Doctor Cid 384-A

Imperial Army/Scientist

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	W	AB



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
40	72989	999	36	21	72	30

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
19	83	94	7	0	29	3240	0

Steal: Knot of Rust, Hi-Potion, X-Potion

Doctor Cid (2nd Encounter) 384-B

Imperial Army/Scientist

🔥	⚡	❄	🪨	💧	🍃	○	●
½	½	½	½	½	½	W	AB

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50	82093	999	38	22	77	31

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
24	29	32	8	0	18	3960	0

Steal: Hi-Potion, Ketu Board, Magepower Shishak

Vayne Solidor —

Imperial Army/Royal Heir

🔥	⚡	❄	🪨	💧	🍃	○	●
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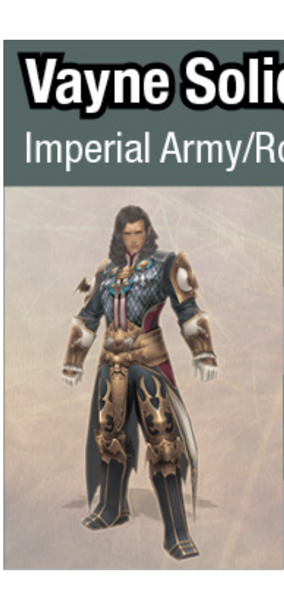

Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50	76755	999	47	26	79	26

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
83	30	34	10	0	0	0	0

Drop: N/A

Steal: N/A

Vayne Novus —

???

🔥	⚡	❄	🪨	💧	🍃	○	●
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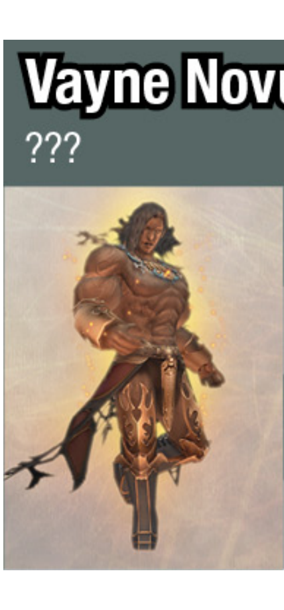


Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
53	104210	999	48	30	82	23

ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
85	34	32	0	0	0	0	0

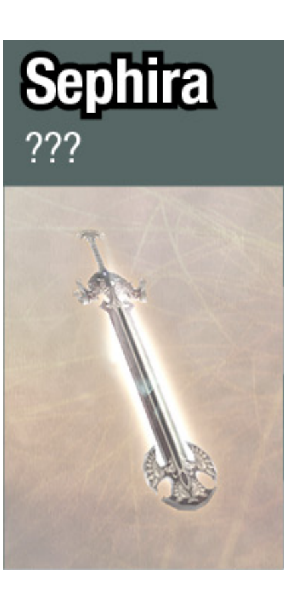
Drop: N/A

Steal: N/A

Sephira —

???

🔥	⚡	❄	🪨	💧	🍃	○	●
?	?	?	?	?	?	?	?



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
50	12121	613	33	23	55	17

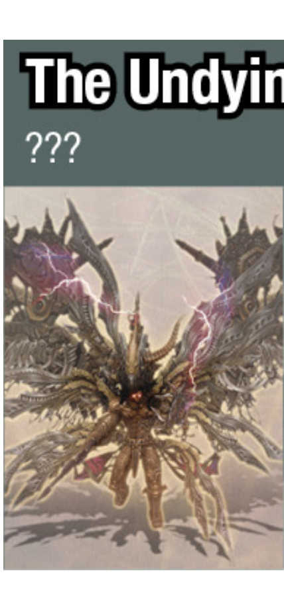
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
71	33	35	0	0	0	0	0

Steal: Hi-Ether

The Undying —

???

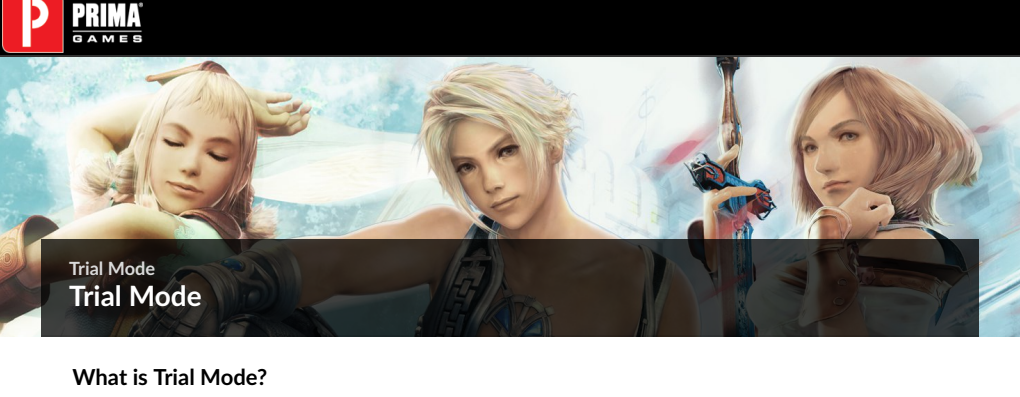
🔥	⚡	❄	🪨	💧	🍃	○	●
-	-	-	-	-	-	½	-



Level	HP	MP	STR.	MAG. PW.	VIT.	SPD.
55	228299	999	51	35	87	23

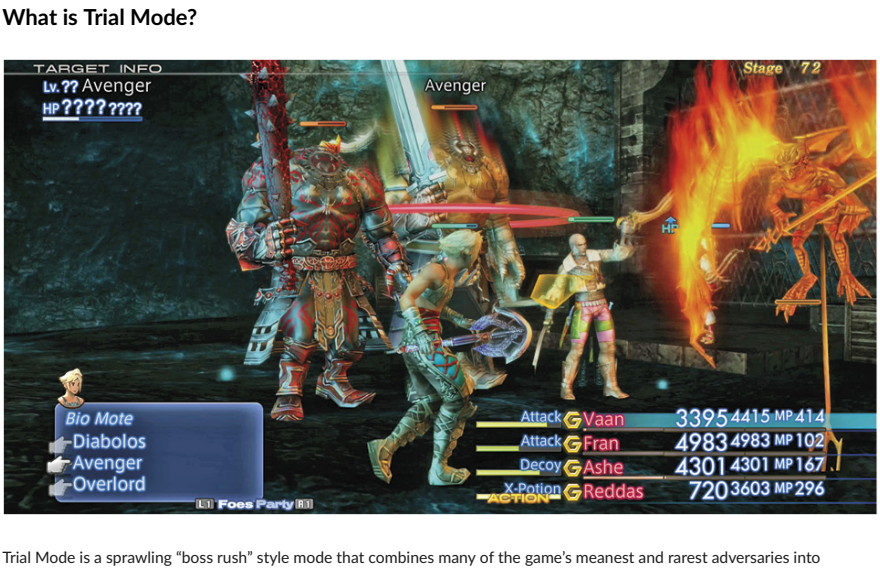
ATT. PW.	DEF.	MAG. RES.	EVA.	EXP	LP	CP	GIL
90	38	33	0	0	0	0	0

Steal: Dark Matter



Trial Mode

What is Trial Mode?

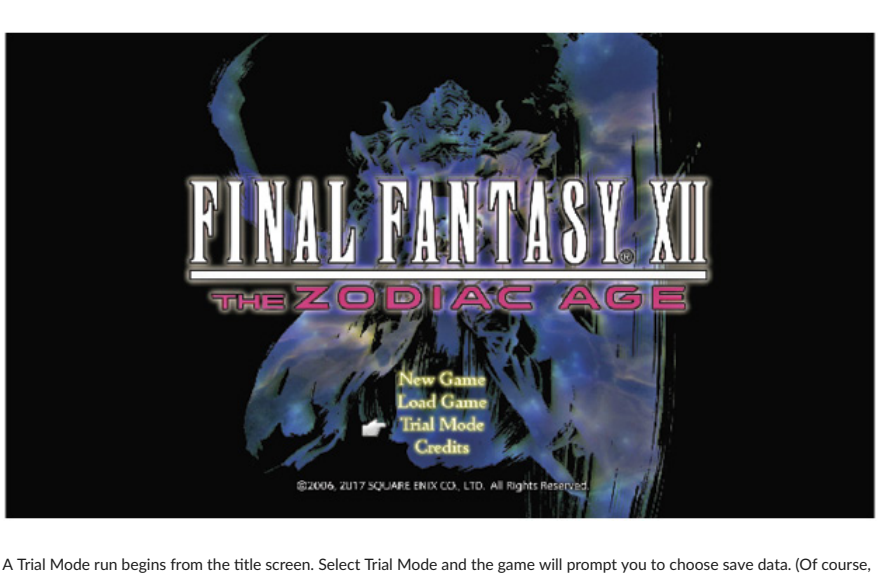

TARGET INFO
Lv.?? Avenger
HP ????/????
Avenger
Stage 72
Bio Mote
Diabolos
Avenger
Overlord
L1 Foes Party R1
Attack Vaan 3395 4415 MP 414
Attack Fran 4983 4983 MP 102
Decoy Ashe 4301 4301 MP 167
X-Potion Reddas 720 3603 MP 296

Trial Mode is a sprawling "boss rush" style mode that combines many of the game's meanest and rarest adversaries into interesting and grueling scenarios. Trial Mode was not in the original release of *Final Fantasy XII*, so this is a real treat for fans both old and new.

Getting Started

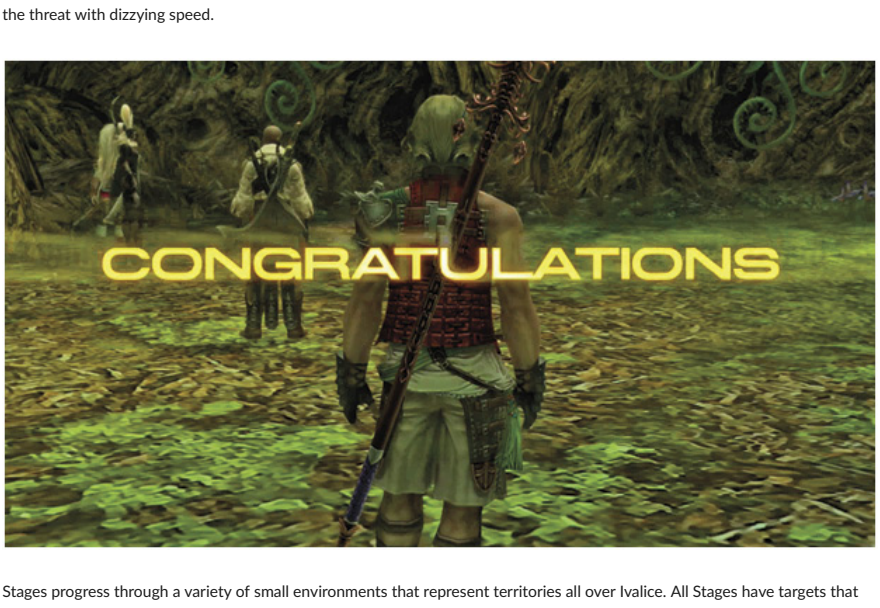
Main game save/autosave → Load into Trial Mode → Advance stage-by-stage starting at Stage 1 →

Trial Mode autosave every Stage, manual save opportunity every 10 stages



A Trial Mode run begins from the title screen. Select Trial Mode and the game will prompt you to choose save data. (Of course, you must have main game save data in progress to enjoy Trial Mode.)

Whichever data you select, your party from this save file will enter Trial Mode on Stage 1, fighting Dire Rats in Garamscythe Waterway just as Vaan does at the outset of the adventure proper. Don't expect it to remain that sedate; Trial Mode ramps up the threat with dizzying speed.



Stages progress through a variety of small environments that represent territories all over Ivalice. All Stages have targets that you must defeat in order to advance. Many stages also have optional creatures in evidence. These can be pesky helpers to the main boss, or hidden enemies you can uncover by fully exploring the small maps. Optional Trial Mode enemies are usually tougher than the required enemies on their stage, and carry exceptional gear to Steal. A few Stages feature allied creatures who will assist the party, like during certain clan hunts. And, if a special limited effect hampered the battlefield during the original boss fight, then it's present during Trial Mode too. Whether HP and MP sapping fields, Attack/Item/Magicks/Technicks command restrictions, or magnetic forces weighing down metallic heavy armors and accessories, the same conditions are in effect.

What Do I Get?

Aside from the privilege of taking on variations on all of the game's most challenging and dynamic fights in a row, not to mention putting your gambit palettes and equipment sets through the ultimate stress test, there are lots of material gains to be had in Trial Mode. The only caveat to get out of the way up front is that you don't gain EXP.

Stealing: Stealing works as normal. Be careful with this; you're not wandering through Giza Plains anymore. Steal manually rather than with a gambit. **Steal results from monsters are different in Trial Mode than in the normal game. Some of the rarest and most sought-after pieces of gear can be found as rare Steal results here!**

Swap in Thief's Cuffs before Steal attempts to increase your shot at rarer drops, along with creating the possibility of swiping stuff from different rarity tiers—you might snag the common, uncommon, and rare items all at once. The Stage breakdown in this chapter lists any exceptional pieces available from a given enemy, ordered from most common to rarest. Aside from what's listed here, enemies also carry various disposable items and spell motes—Potions, Ethers, status-restoring items, Soleil Fangs, Shock Motes, and so on.

Thanks to the new per-Stage autosave, it's possible to target specific Stages for certain spoils, Stealing and reloading until the desired item comes to hand.

Drops: Defeated foes may leave drops behind, which you can pick up. You'll miss out against solo foes or the last enemy on any given Stage, however, since the action freezes and the Stage advances when the last foe's HP is depleted. On some Stages where normal enemies respawn repeatedly, this can be exploited to collect drops and build up a battle chain. Don't underestimate battle chain potential during some stretches of Trial Mode—higher battle chains begin randomly replenishing party HP and MP.

Drops from defeated enemies are mostly disposable items and motes, but a few specific enemies can drop something more, mostly Elixirs or Dark Matter. Where Dark Matter appears in Exceptional Treasure or Spoils in Stage breakdowns, it requires you have the Canopic Jar (The 'Morbid Urn' Bazaar recipe, which unlocks the ultimate loot-quality-boosting Grimoire; see the Bazaar chapter for more).

Treasure: Hovering crystal treasure chests can be seen across all Stages. They contain all kinds of useful disposable items—from Potions and Ethers to Bubble Motes and Elixirs. Certain Stages have treasure chests that contain something more, if you open them with Diamond Armlet equipped. The Stage breakdown shows what's available with the Diamond Armlet throughout Trial Mode. Amusingly, if you don't have a Diamond Armlet, it's no problem—search treasure chests in Stage 1 to find one, a pretty strong hint that you'll want to wear it while opening chests for the rest of Trial Mode.

When opening treasure chests, you must refrain from defeating all the required targets on the current Stage. You can easily Flee around a Stage to look for treasure without risking a premature victory, but once you find a chest it can be hard to actually pick up the treasure while hostile creatures prod the party. To make it easy, disable gambits for the party leader, so he or she goes inactive and treasure pickup is prioritized. If you want to make sure your allies don't defeat the foes before you've picked up all the treasure you want, you'll need to temporarily disable everyone's gambits. Luckily, this is quick and easy to do right from the battle menu. Be sure to keep an eye on the party's health while trying to open treasure chests with gambits off, and manually issue healing commands if necessary.

As with Steal results, the new autosave system allows you to exit Trial Mode and reload the current Stage if treasure chest results are unsatisfactory.

LP: Enemies grant their normal LP totals. Defeating boss after boss on demand in Trial Mode piles up LP much faster than normal adventure gameplay.

Rewards Every 10 Stages: Every 10 Stages, you'll receive some gil and useful disposable items. Here, you'll also have the opportunity to save the game. These saves are more permanent than autosaves, which can easily be overwritten.

System Trophies: It's possible to defeat many of the game's elite marks and superbosses in Trial Mode before you've even seen them in the main adventure. If you do, this will unlock the Trophy like normal. Similarly, Trial Mode can help fill out the Clan Primer's Bestiary entries for rare monsters you haven't encountered normally. The rare monsters that unlock Trophies are required for the Order of Ambrosia, Clan Centurio's highest rank.

"Weak Mode" New Game-: While level 90 New Game+ mode is unlocked by beating the main adventure, low-level New Game- mode is unlocked by beating Stage 100 in Trial Mode. Save the game when prompted, and a playthrough on this data will proceed as though each character wears a Firefly accessory—no EXP will be gained, so allies remain at the level they're at when joining. The inspiration for this ultimate *FFXII* challenge comes from the so-called "122333 challenge," in which fans seeking extra challenge in the original release kept Fireflies equipped on allies to prevent level-ups.

As you progress through the main adventure, you can use Trial Mode as an occasional action-filled breather and LP/item-farming opportunity between story events, seeing how far your party can progress before they bite off more than they can chew. Whenever you hit a GAME OVER screen, go to Load Game from the title screen menu, load the Trial Mode autosave from whichever Stage consumed your party, and continue the main adventure, Trial Mode spoils intact.

Trial Mode Saves

Trial Mode will autosave at the beginning of the most recent floor. If you fall in battle, you'll be able to reload this autosave in Trial Mode for another crack at it. You can also exploit this autosave to repeatedly Steal from Trial Mode targets, waiting to move on till you get what you want.

Trial Mode gives you an opportunity to create a manual save file every 10 stages. This save can also be reloaded in Trial Mode to pick up wherever you left off on the march to stage 100.

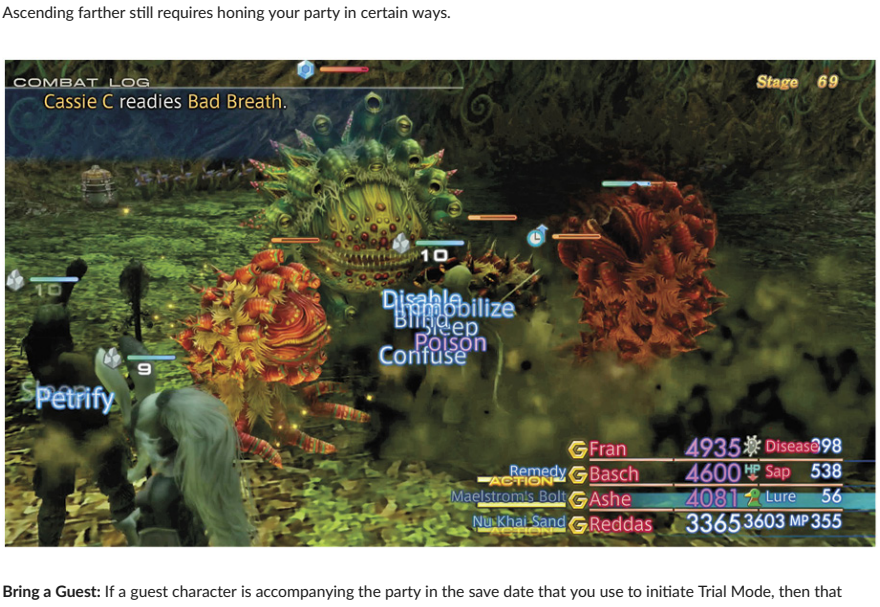
Returning to the Main Game From Trial Mode

Trial Mode save files (and autosaves) can be loaded from the normal "Load Game" option at the main title screen. If you load a Trial Mode save this way, you'll return to the main adventure of *FINAL FANTASY XII*, carrying with you any license points and items earned up to that point in Trial Mode. However, your Trial Mode progress disappears.

You can return to the 100 Stage climb anytime by saving your ongoing main adventure normally, then loading that save in Trial Mode, but you'll start again at Stage 1.

Acquitting Yourself—Trial Counseling

Don't worry if it takes some time before you can climb high in Trial Mode. The upper echelons here are intended to be even more challenging than the stoutest foes of the main adventure. Before you can realistically tackle the upper reaches here, you'll want a party with Job combos that enhance survivability, full license boards, and Espers well-distributed between allies. Various powerful strengthening and enfeebling magicks should all come standard, like Bubble, Bravery, Faith, Blind, Protectga, and so on. For a frame of reference, once you can beat the last bosses in the main adventure (which, for most first-time adventurers, occurs with party member's levels at 40-45), you can probably plow to about halfway through Trial Mode, Stage 50 or so (with such a run taking about a half hour or so, depending on how liberally you use x4 Speed Mode Multiplier). Ascending farther still requires honing your party in certain ways.



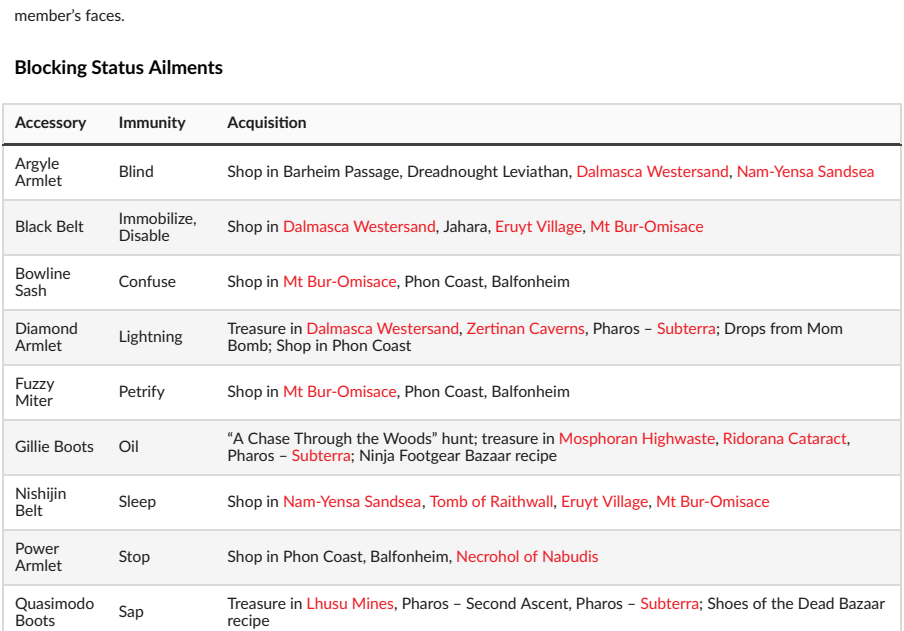
Bring a Guest: If a guest character is accompanying the party in the save date that you use to initiate Trial Mode, then that guest will tag along. It will probably not shock you if we strongly recommend bringing guests, when available. Depending on where you are in the adventure, you may bring Vossler, Larsa, or Reddas into Trial Mode, with Reddas the most likely choice for lengthy Trial Mode plunges, if only because he's a member of the party furthest along in the main adventure.

Collect Three of Each "Immune" Accessory/Totally Refill Status-Curing Items Every Run: Often, the key to a stage will be quickly swapping in accessories and gambits that block a devastating effect, like Stop or Disable. It can also be quickly adjusting your strategy in a crucial way, like: if your damage is focused on Black Mage nukes, you'd either better cool it, put on an Opal Ring, or swap to using spell motes against monsters protected by Reflect, lest you want to melt your own party member's faces.

Blocking Status Ailments

Accessory	Immunity	Acquisition
Argyle Armlet	Blind	Shop in Barheim Passage, Dreadnought Leviathan, Dalmasca Westersand, Nam-Yensa Sandsea
Black Belt	Immobilize, Disable	Shop in Dalmasca Westersand, Jahara, Eruyt Village, Mt Bur-Omisace
Bowline Sash	Confuse	Shop in Mt Bur-Omisace, Phon Coast, Balfonheim
Diamond Armlet	Lightning	Treasure in Dalmasca Westersand, Zertinan Caverns, Pharos – Subterra; Drops from Mom Bomb; Shop in Phon Coast
Fuzzy Miter	Petrify	Shop in Mt Bur-Omisace, Phon Coast, Balfonheim
Gillie Boots	Oil	"A Chase Through the Woods" hunt; treasure in Mosphoran Highwaste, Ridorana Cataract, Pharos – Subterra; Ninja Footgear Bazaar recipe
Nishijin Belt	Sleep	Shop in Nam-Yensa Sandsea, Tomb of Raithwall, Eruyt Village, Mt Bur-Omisace
Power Armlet	Stop	Shop in Phon Coast, Balfonheim, Necrohol of Nabudis
Quasimodo Boots	Sap	Treasure in Lhusu Mines, Pharos – Second Ascent, Pharos – Subterra; Shoes of the Dead Bazaar recipe
Ribbon	Everything	Treasure in Henne Mines, Pharos – Subterra; Drops from Lv.99 Red Chocobo, Vishno; Phon Coast Hunt Club
Rose Corsage	Silence	Shop in Dalmasca Westersand, Tomb of Raithwall, Jahara, Eruyt Village
Sash	Slow	Treasure in Giruvegan, Pharos – Second Ascent, Pharos – Subterra; obtained during story events
Tourmaline Ring	Poison, Sap	Shop in Dreadnought Leviathan, Dalmasca Westersand, Tomb of Raithwall, Jahara

Prepare for Heavy Elemental Magick Threats: Particularly when you run into almost ten solid stages of notorious elemental monsters late in Trial Mode, you'll be glad to have some way to mitigate their constant area-of-effect attacks. Sadly, there aren't armor pieces for every possible elemental threat, so you'll have to consider using Shellga, Faith, and gear with higher Magick Resist as needed. Reflect can come into play, if you have solutions for curing the party through magick walls (like with an item-using primary healer equipped with Pheasant Netsuke, or a magick-using primary healing equipped with Opal Ring).



Absorb—Crucial Against Holyja/Darkja

Armor	Element Absorbed	Acquisition
Black Mask	Dark	Treasure in Cerobi Steppe, Pharos – First Ascent; Drop from Banshee; Black Vestments Bazaar recipe; Phon Coast Hunt Club
Demon Shield	Dark	"The Child Snatcher" hunt; treasure in Cerobi Steppe, Pharos – First Ascent; Drop/Steal from Abysteel; Forbidding Shield Bazaar recipe
Gendarme	Everything	Treasure in The Great Crystal/Crystal Peak: acquire Excalibur from original chest, zone back out and return for rare chance at another chest (open with Diamond Armlet)
White Mask	Light	Treasure in Cerobi Steppe, Necrohol of Nabudis; Drop from Juggernaut; White Vestments Bazaar recipe; Phon Coast Hunt Club

Immune—Great for Hashmal and Elementals

Armor	Elemental Immunity	Acquisition
Dragon Shield	Earth	Treasure in Dalmasca Estersand, Mosphoran Highwaste, Phon Coast, Tchita Uplands; Shop in Mosphoran Highwaste, Phon Coast
Rubber Suit	Lightning	Treasure in Cerobi Steppe, The Great Crystal; Poach from Abaddon/Bull Abaddon; Nature's Armory Bazaar recipe
Viking Coat	Water	Treasure in Dalmasca Estersand, Phon Coast; Poach from Blood Gigas; Shop in Mt Bur-Omisace, Mosphoran Highwaste
Zodiac Escutcheon	Lightning	Treasure in Sochen Cave Palace; Phon Coast Hunt Club

Damage Halved

Armor	Element Halved	Acquisition
Adamant Hat/Vest	Fire (weak to Ice)	Treasure in Phon Coast, Tchita Uplands; Light & Sturdy Garb Bazaar recipe; Shop in Phon Coast, Archades; Steal Hat from Malboro Overking; Steal Vest from White Chocobo
Bone Helm/Mail	Dark (weak to Light)	Treasure in Dalmasca Estersand; Drops from Wild Saurian; Shop in Mt Bur-Omisace, Mosphoran Highwaste
Flame Shield	Fire	Treasure in Henne Mines, Paramina Rift; Steal from Ixtab; Shop in Eruyt Village, Mt Bur-Omisace
Ice Shield	Ice	Treasure in Tomb of Raithwall, Paramina Rift, Stilshrine of Miriam; Drops from Redmaw; Burnished Protectives Bazaar recipe
Lamia's Tiara	Ice	Treasure in Barheim Passage, Paramina Rift, Phon Coast; Steal from Barmuu; Alluring Finery Bazaar recipe; Shop in Mt Bur-Omisace
Windbreaker	Wind	Treasure in Ogir-Yensa Sandsea; Shop in Rabanastre, Bhujerba, Balfonheim

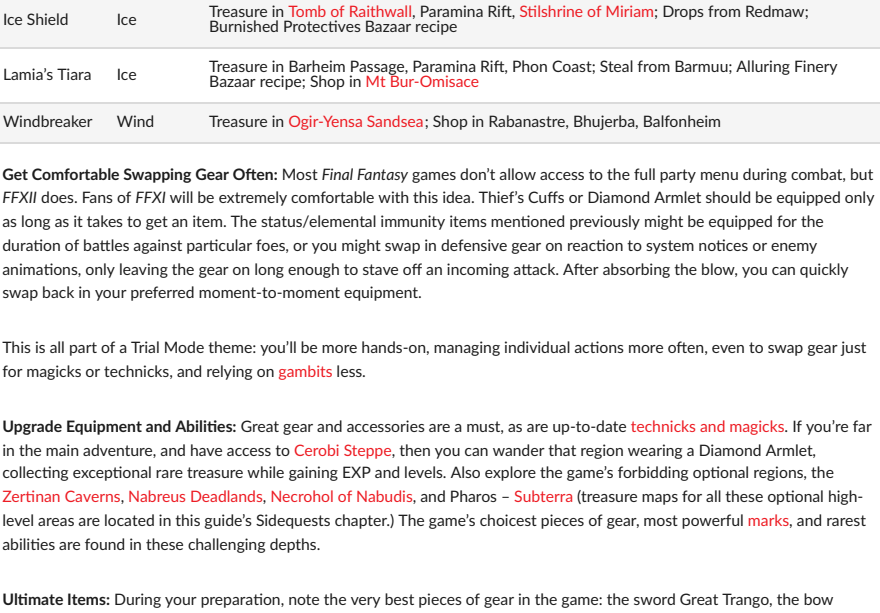
Get Comfortable Swapping Gear Often: Most *Final Fantasy* games don't allow access to the full party menu during combat, but *FFXII* does. Fans of *FFXI* will be extremely comfortable with this idea. Thief's Cuffs or Diamond Armlet should be equipped only as long as it takes to get an item. The status/elemental immunity items mentioned previously might be equipped for the duration of battles against particular foes, or you might swap in defensive gear on reaction to system notices or enemy animations, only leaving the gear on long enough to stave off an incoming attack. After absorbing the blow, you can quickly swap back in your preferred moment-to-moment equipment.

This is all part of a Trial Mode theme: you'll be more hands-on, managing individual actions more often, even to swap gear just for magicks or technicks, and relying on gambits less.

Upgrade Equipment and Abilities: Great gear and accessories are a must, as are up-to-date technicks and magicks. If you're far in the main adventure, and have access to Cerobi Steppe, then you can wander that region wearing a Diamond Armlet, collecting exceptional rare treasure while gaining EXP and levels. Also explore the game's forbidding optional regions, the Zertinan Caverns, Nabreus Deadlands, Necrohol of Nabudis, and Pharos – Subterra (treasure maps for all these optional high-level areas are located in this guide's Sidequests chapter.) The game's choicest pieces of gear, most powerful marks, and rarest abilities are found in these challenging depths.

Ultimate Items: During your preparation, note the very best pieces of gear in the game: the sword Great Trango, the bow Seitengrat, and the shield Gendarme. (None of which require a license—any Job can use them.) Great Trango can be stolen from the ultimate Esper, Zodiark. Otherwise, the sword and the other ultimate items are the rare spoil found in rarely spawning treasure chests that must be opened with the Diamond Armlet equipped.

With the Diamond Armlet on, Great Trango can be found in a rare treasure chest in Pharos – Subterra. Gendarme rarely appears in a treasure chest that appears in The Great Crystal, where the Ultima battle takes place. And strangely, Seitengrat can be found in an *invisible treasure chest* that rarely exists on the Skyferry between Nalbina and Rabanastre. To check, board the ferry, equip the Diamond Armlet, head to the top of the Air Deck, then walk along the back of the ferry's top deck, near the tall blue engine tail. You won't receive the contextual "!" tip that indicates a treasure chest is nearby, but you will have your progress impeded by the invisible chest if it's there. Make sure the Diamond Armlet is equipped, cross your fingers, and press X for a (very long) shot at the game's best weapon. If there's no chest (which will be the case 99 times out of 100), you'll have to zone out of the Air Deck and return to try again.



Cross your fingers...

Before seeking any of these out, bear in mind that they're extremely rare, and getting them is sheer chance. You could conceivably get six of each for all your allies, or never see any of them. It's totally possible to clear everything in the game without them... However, these items are absurdly nice to have, if you get lucky. Other ultimate weapons are more than enough, and are listed here.

Many of the more-easily-obtained ultimate weapons are acquired through rare Bazaar recipes. These recipes used to be for the ultimate weapons of the original release of *FFXII*. That original selection of ultimate weapons is still present in the game, usually now as remote treasure chests or steal results from rare game monsters. For example, the original ultimate Masamune was a Bazaar recipe, but is now found in a chest deep in Lhusu Mines; the old Bazaar recipe of Gemsteel x2, Orichalcum x3, and Mallet x2 now unlocks an even better ultimate katana, named Kumbha, a more powerful one-handed version with a very high combo rate! Some of the other "best" weapons can also be found in the optional regions mentioned before (Nabreus Deadlands, Necrohol of Nabudis, Zertinan Caverns, Pharos – Subterra), or even as extremely rare results in Cerobi Steppe. And finally, of course, these items are also present here in Trial Mode, as rare Steal results from specific bosses throughout.

Legendary Weapons

Name	Type	Acquisition
Karkata	Swords	Crimson Blade Bazaar recipe; Trial Mode Stage 3
Simha	Swords	Well-Forged Blade Bazaar recipe; Trial Mode Stage 86
Shikari Nagasa	Daggers	Treasure in Cerobi Steppe; Steal from Vagrant Soul; Trial Mode Stage 72
Mina	Daggers	Rare drop from Larva Eater in The Great Crystal; Trial Mode Stage 88
Scorpion Tail	Axes & Hammers	Treasure in Cerobi Steppe; Drop from Glaring Eye
Vrscika	Axes & Hammers	The Scorpion Bazaar recipe
Bonebreaker	Maces	Treasure in Cerobi Steppe; Drop from Omega Mark XII; Trial Mode Stage 99
Bone of Byblos	Maces	Treasure in Lhusu Mines, Cerobi Steppe; Steal from Yiazmat; Trial Mode Stage 59
Euclid's Sextant	Measures	"A Wild Stench" Clan Hunt; Treasure in Cerobi Steppe; Trial Mode Stage 82
Wyrmhero Blade	Greatswords	Dragon Crest Bazaar recipe; Trial Mode Stages 50, 94
Excalibur	Greatswords	Treasure in The Great Crystal; Trail Mode Stages 64, 87, 99
Tournesol	Greatswords	The Sunflower Bazaar recipe; Trial Mode Stage 100
Masamune	Katana	Treasure in Lhusu Mines; Phon Coast Hunt Club; Trial Mode Stages 72, 94
Kumbha	Katana	Master-crafted Blade Bazaar recipe; Trial Mode Stage 94
Yagyu Darkblade	Ninja Swords	Treasure in Cerobi Steppe, The Great Crystal; Drop from Bombshell; Trial Mode Stage 98
Mesa	Ninja Swords	Serpent Blade Bazaar recipe; Trial Mode Stage 98
Vrsabha	Spears	Drops from Evil Spirit; Trial Mode Stage 72
Zodiac Spear	Spears	Treasure in Henne Mines, Phon Coast Hunt Club; Trial Mode Stage 62
Whale Whisker	Poles	Treasure in Lhusu Mines, Cerobi Steppe; Trial Mode Stage 66
Kanya	Poles	Whisker of the Beast Bazaar recipe
Holy Rod	Rods	Treasure in Cerobi Steppe, The Great Crystal
Rod of Faith	Rods	Treasure in Cerobi Steppe; Bonus reward after Behemoth King clan hunt; Trial Mode Stage 68
Cloud Staff	Staves	Treasure in Cerobi Steppe, The Great Crystal; Mystic Staff Bazaar recipe; Trial Mode Stage 67
Staff of the Magi	Staves	Treasure in Cerobi Steppe, The Great Crystal; Drop from Oversoul
Sagittarius	Bows	Treasure in Cerobi Steppe; Steal from Luxollid; Trial Mode Stage 71
Dhanusha	Bows	Silver Bow Bazaar recipe; Trial Mode Stage 71
Artemis Arrows	Ammunition	Treasure in Cerobi Steppe; Arrows of the Moon Goddess Bazaar recipe; Phon Coast Hunt Club; Trial Mode Stage 71
Gastrophetes	Crossbows	Treasure in Cerobi Steppe; Steal from Pallicant; Trial Mode Stage 55
Tula	Crossbows	Treasure in Pharos – Second Ascent; Phon Coast Hunt Club
Grand Bolts	Ammunition	Treasure in Cerobi Steppe; Piercing Bolts Bazaar recipe; Phon Coast Hunt Club; Trial Mode Stage 51
Fomalhaut	Guns	Treasure in Henne Mines, Cerobi Steppe; Trial Mode Stage 86
Mithuna	Guns	Mudslinger Bazaar recipe; Trial Mode Stage 86
Stone Shot	Ammunition	Treasure in Cerobi Steppe; Stone Shot Bazaar recipe
Volcano	Hand-bombs	"Paying for the Past" Clan Hunt; Treasure in Cerobi Steppe; Trial Mode Stage 69
Makara	Hand-bombs	Treasure in Henne Mines (x2)
Castellanos	Ammunition	Devastating Incendiaries Bazaar recipe; Trial Mode Stage 67

Freshen Up Your Tactics: In virtually all the higher-level Stages, powerful tactics will be a boon, if not an outright necessity. You should have a purpose for your party, and gambits that accomplish most of this automatically. A heavy armor wearer should be in mind as the tank, so Decoy is upkept on them, along with Bubble, Bravery, and Protect. Either a Shield or Pole is strongly recommended for the Evasion benefits. Depending on Job, this ally might just be a meatshield and damage-dealer (like Foebreaker, Uhlan, or Shikari), or might be able to handle some party upkeep and healing too (like Knight or Monk). The other two slots will be down to your preference, but you'll want characters filling out the party with impactful healing, buffing, and damaging abilities. The Zodiac Job System chapter in this guide has extensive tips for choosing Job combos and assembling strong, synergistic parties, capable of clearing the toughest marks and Trial Mode.

It'll help to get creative with your ideas of what constitutes healing, offense, and defense.

With Reverse status applied to the tank, your whole approach can change radically. Suddenly, enemies that output tremendous single-target damage, usually chewing through your party members mercilessly one-by-one, are rendered basically harmless if you do not let Decoy or Reverse status drop off your designated tank. You must also be very careful to tailor your gambits so other party members don't use typical healing actions on the tank. You must also be careful about the rare enemies judicious enough to respond to Reverse by healing your party...

With the Nihopalaoa accessory equipped on a character with all the Remedy Lore licenses, suddenly Remedies become status bombs, like throwing a tiny Malboro at the enemy. Like with Reverse, you must now take care to make sure this character never throws curative items at an ally—one universal avenue for healing is cut off for users of this accessory. But it can be a small price to pay, when Remedy inflicts every status effect a target isn't immune to. This can pay off even in the roughest fights in the game, particularly against the imperius group found in the final Stage.

With spell motes, anyone can nuke or buff in a pinch, without MP, and taking less charge time. Moreso than the main game, battles in Trial Mode illustrate the real advantages of magick motes, like Hastega Motes, Bubble Motes, Scathe Motes, and so on. These are a pathway to buffs for party configurations that don't have access to those abilities, and a way to situationally apply strong buffs without committing the gambit slots or MP. You'll have to get by on the motes you acquire along the way for awhile, until you unlock Clan Centurio's ultimate rank, Order of Ambrosia. This rank is quite a task in and of itself, requiring over a million clan points, the completion of every clan hunt (along with optional superboss Hell Wyrm), acquisition of every magick and technick, the triggering of every Quickening Concurrence at least once, and completion of the Clan Primer Bestiary, among other miscellaneous minor odds and ends—basically every system trophy except those for Trial Mode completion. Once max clan rank is attained, the Muthruu Bazaar clan provisioner begins selling every type of spell mote. This is a *tremendous* boon to Trial Mode once it's available, so make sure to stock up between runs.

Important magicks like Bubble, Syphon, and Reverse also become available here during your clan rank-ups along the way, so whenever you're checking in with Montblanc at Clan Centurio, make a point of checking out the Muthruu Bazaar as well.

Dark Energy: When all else fails, Dark Energy will light the way. This rare and powerful disposable item deals incredible, instant damage to all foes in sight, damage on par with Zodiark's Final Eclipse, or a Black Hole Quickening Concurrence. With enough Dark Energy items to burn, even Stage 100 doesn't hold up long.

It's time-consuming to amass a reserve of Dark Energy, however. Dark Energy has several repeatable treasure chest locations, all of which require Diamond Armlet equipped, and all of which have low odds to appear, and to contain Dark Energy.

Three Dark Energy locations are spread throughout Cerobi Steppe. There's a rare Dark Energy chest dead center in Archades/Grand Arcade (which you cannot enter without a Sandalwood Chop). And there's a rare Dark Energy chest in the far southeast tip of Mt Bur-Omisace/Temple Grounds.

Finally, the Mysterious Substance Bazaar recipe also awards Dark Energy, and can be repeated.

It's less likely that you have a piles of Dark Energy ready to bowl over anything, and more likely that an occasional prudent use of Dark Energy gets you over a dangerous hump. They're like offensive Megalixirs that way. A single Dark Energy works well to add an instant final punch when you've spent everyone's Mist Charges for Zodiark's Final Eclipse followed by a Quickening chain into Concurrence. Dark Energy can be thought of as the (incredibly rare) item version of those abilities.

Stage Breakdown

Stages 1-10

A good place to take a first plunge into Trial Mode is just after events at the Tomb of Raithwall. Although, almost every Stage of Trial Mode is made of bosses, each tenth floor is a kind of Trial Mode boss, and Stage 10 ends where the Tomb of Raithwall does.

Nothing in the first ten Stages is particularly tricky. Eventually, using 4x Speed Mode Multiplier, you'll blaze through these stages in just the first couple minutes of a larger attempt.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
1	Headguard, First Aid; without Armlet: Diamond Armlet	Dire Rat x6	Standard	78	—
2	Fire, Headguard	Thextera	Mark	353	—
		Alpha Hyena	Standard	158	—
		Alpha Wolf	Standard	111	—
3	—	Flowering Cactoid	Mark	532	Steal: Longsword, Mythril Blade, Karkata
		Cactoid x2	Standard	274	—
		Cactite x4	Standard	199	—
		(Optional) Ripe Rampager	Rare Game	989	Steal: Bronze Shield, Gauntlets, Round Shield; Drop: Elixir, Dark Matter
4	Onion Arrows, Pointy Hat	Razorfin	Rare Game	937	—
		Ichthon x4	Standard	506	—
5	—	Nekhbet	Rare Game	853	—
		Werewolf	Standard	1777	Steal: Windbreaker, Chainmail, Berserker Bracers
		Cockatrice x4	Standard	389	—
6	Onion Bolts, Bronze Helm	Cluckatrice	Elite Mark	1452	—
		Chickatrice x4	Standard	532	—
7	Bronze Armor, Libra	Judge x2	Imperial	2046	—
		(Optional) Imperial Magus	Imperial	584	—
		(Optional) Imperial Swordsman x2	Imperial	630	—
8	Bangle, Onion Shot	Bagoly x6	Standard	3003	—
		(Optional) Imdugud	Rare Game	4125	Steal: Killer Bow, Sirius, Paramina Crossbow; Drop: Elixir, Dark Matter
9	Argyle Armlet, Onion Bombs	Liches x3	Standard	1325	Steal: Agate Ring, Magick Gloves
		(Optional) Cultsworn Lich	Rare Game	7634	Steal: Golden Shield, Flame Shield, Lamia's Tiara; Poach: Dark Matter; Drop: Elixir, Dark Matter
10	Steel Gorget, Parallel Arrows	Belias	Esper	21384	Steal: Sword of Kings, Goddess's Magicite

Reward-1000 gil, Hi-Potion x10, Handkerchief x15

Stages 11-20

Compared to the first ten Stages, enemies starting here are considerably stronger. Monsters like Tiamat and Elder Wyrm are intimidating for a long time simply by virtue of being dangerous bosses, and rooms filled with Jellies or Petrifying Panthers can overwhelm the battle party. A trio of Mindflayers capable of using Stop on the whole party are a rude introduction to monsters who will wipe your run very quickly without adequate preparation. The same fight also features the first deleterious field effect, an area wide MP drain that will leave the party totally depleted at the end of a tough fight.

Be ready to spend the beginning of the next fight after an MP-Drain field recovering with Charge, Ethers, and Hi-Ethers. Don't be shy about disposables here. Unfortunately, Trial Mode monsters are Syphon-immune, but you can have mages Syphon allies who don't need MP. (A melee-centric character using some Job duo from Uhlan/Foebreaker/Shikari/Bushi/Machinist/Archer can be a kind of MP backpack for allies this way.) You might be tempted to just swap to fresh reserve members rather than refill allies with low resources, but if so, be sure to replenish those depleted reserves when you find a safe moment. It can also be difficult to promptly swap to reserve members in the midst of battle, without manually disabling a character's gambits and waiting for them to become inactive.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
11	Leather Headgear, Immobilize	Croakadile	Mark	15348	Steal: Fiery Arrows, Long Bolts, Aqua Shot
12	—	Jelly x8	Standard	1406	Steal: Aqua Shot
		(Optional) Melt	Trophy Rare Game	10740	Steal: Golden Armor, Shielded Armor, Shell Shield
13	Dark, Topkapi Hat	Tiamat	Boss	18532	Steal: Assassin's Dagger
14	Kilimweave Shirt, Long Bolts	Panther x5	Standard	1855	—
15	Silent Shot, Sallet	Elder Wyrm	Boss	32154	Steal: Shell Shield
		(Optional) Treant x2	Standard	4250	Poach: Gillie Boots; Drop: Dark Matter
16	Scale Armor, Poach	Mateus	Esper	28546	Steal: Ice Shield, Icebrand
		(Optional) Ice Azer x5	Standard	1248	Drop: Dark Matter
17 - MP Drain Field	Bronze Shield, Poison Bombs	Mindflayer x3	Mark	8654	Steal: Rose Corsage, Power Armlet, Maduin Gear
18	Tourmaline Ring, Thunder	Ring Wyrm	Mark	64318	Steal: Bone Helm, Pirate Hat, Black Cowl
19	Leather Gorget, Fiery Arrows	Earth Tyrant	Boss	39546	Steal: Broadaxe, Hornito, Main Gauche
20	Stone Bolts, Rose Corsage	Vulture x6	Standard	4774	—

Reward-2000 gil, Phoenix Down x10, Domaine Calvados x5

Stages 21-30

These stages are mostly a reprisal of the surprisingly slapstick Sochen Cave Palace boss battle against a goofy group of aggressive vegetables. As such, the primary threat is getting slowed down by a stream of the lesser enfeebling status effects—Sleep, Oil, Poison, and Blind. You'll also have to contend with numerous small foes scampering separately around a big room. Focus fire and take out any of them that wander by to minimize how much you have to chase half-damaged onions around.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
21	Horned Hat, Vox	King Bomb	Boss	21548	Steal: Onion Bombs, Flametongue, Oil Bombs
		(Optional) Bomb x3	Standard	2635	—
22	Ringmail, Horology	Topstalk	Boss	7751	—
		Deadly Nightshade x8	Standard	4701	—
23	Calot Hat, Blizzard	Pumpkin Star	Boss	7751	—
		Pumpkin Head x8	Standard	4531	—
24	Aqua Shot, Shepherd's Bolero	Mandragora Prince	Boss	7751	—
		Mandragora x8	Standard	4531	—
25	Poisona, Iron Helm	Onion Queen	Boss	7751	—
		Wild Onion x8	Standard	4531	—
26	Iron Armor, Protect	Alraune King	Boss	7751	—
		Alraune x8	Standard	4407	—
27	Shell, Gauntlets	Topstalk	Boss	8139	Steal: Black Belt
		Pumpkin Star	Boss	8139	Steal: Nishijin Belt
		Mandragora Prince	Boss	8139	Steal: Sash
		Onion Queen	Boss	8139	Steal: Bowline Sash
		Alraune King	Boss	8139	Steal: Pheasant Netsuke
28	Stun Bombs, Black Belt	Wendice	Trophy Rare Game	12989	Steal: Lightning Arrows, Black Bolts, Stun Bombs
		Striker x2	Standard	9099	—
		(Optional) Cubus	Rare Game	25162	Steal: Six-fluted Pole, Halberd, Mirror Mail; Drop: Chaos Mace, Elixir, Dark Matter
29	Bamboo Arrows, Nishijin Belt	Ahriman	Boss	32586	Steal: Thief's Cap, Hypnocrown, Black Robes
		(Optional) Ahriman clones	Standard	6581	—
30	Lead Bolts, Blazer Gloves, Bangle	Gil Snapper	Elite Mark	22584	Steal: Turtleshell Choker, Thief's Cuffs
		(Optional) Storm Elemental x3	Standard	7164	Drop: Dark Matter
		(Ally) Bansat	Ally	3859	—

Reward-3000 gil, Ether x10, Echo Herb x15

Stages 31-40

Several enemies in this group come with Reflect active, so they'll bounce back damage, probably fatally, if you're using strong black magicks like Shock, Flare, or Scathe. The Espers in Trial Mode are just as strong as their normal-game counterparts, and have the same tricks up their proverbial sleeves—Adrammelech floats, afflicts the party with Stop, and applies Perfect Defense to himself, Zalera can be quite dangerous if Prime Level Death catches your party with the wrong arrangement of level values, and Shemhazai can bathe the party in numerous negative status effects.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
31	Steel Gorget, Argyle Armlet, Traveler, Tourmaline Ring, Balaclava	Bansat	Ally	18450	—
		Seeq Fisher x4	Ally	6809	—
		(Optional) Apsara	Rare Game	17336	Steal: Power Rod, Multiscale; Poach: Crown of Laurels; Drop: Diamond Shield, Platinum Armor, Elixir, Dark Matter
32	Disable, Leather Gorget, Windbreaker	Zalera	Esper	41310	Steal: Time Bolts, Doom Mace, Hunting Crossbow
		(Optional) Dead Bones	Standard	3342	—
33	Wizard's Hat, Wyrmfire Shot	Scythe Mantis x4	Standard	6593	—
34	Aqua, Wizard's Robes	Marilith	Mark	35550	Steal: Platinum Shield, Platinum Helm, Platinum Armor
		(Optional) Bogey x3	Standard	6318	Drop: Dark Matter
35	Barbut, Rose Corsage, Gauntlets, Oil Bombs	Adrammelech	Esper	41663	Steal: Ras Algethi, Traitor's Bow, Rubber Suit
		(Optional) Skulwyrm x2	Standard	14448	Drop: Platinum Sword, Dark Matter
36	Black Belt, Raise, Linen Cuirass	Dreadguard	Trophy Rare Game	21830	—
		Mirrorknight x4	Standard	6492	—
37	Amber Armlet, Round Shield	Behemoth x5	Standard	10158	Steal: Hammerhead
38	Miter, Steel Poleyns	Mythril Golem x3	Standard	10834	Steal: Gold Hairpin
39	Main Gauche, Magick Gloves; without Armlet: Dark Matter	Shemhazai	Esper	42685	Steal: Treaty-Blade, Dawn Shard
		(Optional) Ose x2	Standard	6304	Drop: Dark Matter
40	Slasher, Agate Ring	Gavial	Trophy Rare Game	19696	Steal: Thief's Cuffs
		Baritine Croc x2	Standard	10804	—

Reward-4000 gil, Phoenix Down x10, Reverse Mote x3

Stages 41-50

Cúchulainn's stage gives you a taste of an HP-Down field, a fast-acting Sap effect across the whole area. Antlion's Stage highlights the importance of removing Bravery from enemies with Dispel. It's also a hurried crowd-control scenario—Antlion will try to kill its brood of insects as fast as you will, cannibalizing helpers to boost its own power. More Espers round out this grouping of levels. Hashmal can dish out Disease, which seriously degrades party stability left unchecked.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
41	Aero, Soldier's Cap	Orthros	Elite Mark	30625	Steal: Wyrmfire Shot, Defender
		White Mousse x3	Mark	19740	—
42 - HP Sap Field	Souleater, Heavy Coat	Cúchulainn	Esper	47683	Steal: Cameo Belt, Indigo Pendant, Hermes Sandals
		(Optional) Foobar x4	Standard	4855	Drop: Dark Matter
43	Iron Pole, Lambent Hat	Deathclaw x4	Standard	12424	—
		(Optional) Pallicant	Rare Game	30870	Steal: Minerva Bustier, Magepower Shishak, Dragon Mail; Drop: Penetrator Crossbow, Kaiser Shield, Elixir, Dark Matter
44	Chanter's Djellaba, Magoroku	Antlion	Elite Mark	41800	Steal: Dragon Shield
		Killer Mantis x4	Standard	6824	—
45	Cura, Winged Helm	Vishno	Rare Game	42150	Steal: Judicer's Staff, Maximillian
		Brainpan x2	Standard	9360	Poach: Runeblade; Drop: Dark Matter
		Deidar x2	Standard	9360	Poach: Sweep; Drop: Dark Matter
		(Optional) Crusader	Standard	5022	Drop: Dark Matter
46	Recurve Crossbow, Chainmail	Purobolos x6	Standard	3740	—
47	Betelgeuse, Golden Shield	Aeronite x2	Standard	7142	—
48	Bowline Sash, Elfin Bow	Tower	Rare Game	58120	Steal: Assassin's Arrows
		(Optional) Zombie Warlock x2	Standard	4266	Drop: Dark Matter
49	Storm Spear, Storm Staff	Hashmal	Esper	37620	Steal: Elixir, Ribbon
		(Optional) Reaver x2	Standard	13562	Drop: Dark Matter
50	Demonsbane, Gaia Rod	Famfrit	Esper	49185	Steal: Elixir, Wyrmhero Blade
		(Optional) Abaddon x3	Standard	12036	Drop: Dark Matter

Reward-5000 gil, X-Potion x10, Chronos Tear x15

Stages 51-60

The first Stage here can be really annoying, as Oversouls use MP Annul to wipe your party member's Mist Points away. An MP-Drain field also exists on Stage 55, enhancing the magick strain in this sequence. Item-based healers with Pheasant Netsuke equipped lessen worry here a lot. The next Stage, against a group of dangerous demons, you'll have to be ready to remove or prevent Disable, while Dispelling Bravery from all enemies. Stage 57 features unique robots from Sky Fortress *Bahamut*, who will blanket allies with Stop, Sap, and Blind. Stage 60 begins on an industrial scaffold like in the Sandseas, with no enemies in sight. This is one of the very few spots for a safe breather anywhere in Trial Mode, a great time to assess gear and gambit approaches so far without any threat of harassment or interruption. Keep one well-stocked healing mage in the battle party, swap all five other fighters to the reserve party, then use the solo active ally to restore everyone in reserve at once!

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
51	Stop, Green Beret	Helvinek	Rare Game	41226	Steal: Chaos Bombs, Dark Shot, Grand Bolts
		Oversoul x2	Standard	38923	—
52	Survival Vest, Lightning Arrows	Catoblepas	Mark	112240	Steal: Golden Axe
		(Ally) War-Chief Supinelu	Ally	16940	—
53	Feathered Cap, Bleed	War-Chief Supinelu	Ally	36940	Steal: Dragon Whisker
		Garif Adventurer x2	Standard	10212	—
54	Black Bolts, Traveler's Vestment	Deathscythe	Rare Game	15328	Steal: Black Robes
		Reaper x2	Standard	31467	Steal: Crown of Laurels
55 - MP Drain Field	Mud Shot	Tyrant	Boss	71168	Steal: Artemis Bow, Gastrophetes
		Piscodaemon x3	Mark	6600	Steal: Black Mask
56	Fira, Golden Armor	Larva Eater	Rare Game	39235	—
		Elvoret x4	Standard	11544	—
57	Stona, Ice Shield	Helm-Rook x2	Standard	16390	—
		Spinner-Rook x2	Standard	16390	—
		Sphere-Rook x2	Standard	16390	—
58	Chaos Bombs, Fuzzy Miter	Trickster	Elite Mark	52980	Steal: Hermes Sandals, Bubble Belt
		Green Chocobo	Standard	20056	—
		Brown Chocobo	Standard	20056	—
		Red Chocobo	Standard	20172	—
		Black Chocobo	Standard	20172	—
59	Thief's Cuffs, Break	Ba'Gamnan	Boss	68060	Steal: Elixir, Caldera, Bone of Byblos
		(Optional) Rinok	Boss	37326	—
		(Optional) Gijuk	Boss	37326	—
		(Optional) Bwagi	Boss	37326	—
		(Ally) Monid	Ally	20010	—
60	Power Armlet, Assassin's Arrows	(Ally) Monid	Ally	52274	Steal: Magepower Shishak, Brave Suit
		Bangaa Hunter x2	Ally	25140	Steal: Onion Shot
		Rabanastre Watch x2	Ally	28342	—

Reward-6000 gil, Phoenix Down x10, Scathe Mote x3

Stages 61-70

The Baknamy fight hearkens back to the dogpiles of Jellies and Panthers in the first 10 Stages. Stage 62 against Vorpal Bunny takes place on the biggest arena of Trial Mode, a full stretch of jungle replete with dozens of respawning Vampyr bats and a rare Biding Mantis. Take out Vorpal Bunny as soon as possible before it escapes and forces you to track it down again. The battle in Stage 65 against two looming Vyraals and a Deathgaze all together can get out of hand quickly, with the monsters inflicting Disease and Confuse. During Stage 68, the Esper Exodus imposes an Item Restriction on the battlefield, while shielding itself with Reflect magick. Be ready to Dispel his magick mirror or equip Opal Rings before attacking with magick, if you're going that route.

For the final two Stages in this group, you'll face almost certainly the most arduous fights so far: scrums against groups of Malboro creatures, always some of the most nightmarish foes in any *Final Fantasy* game. In both fights, the Malboro mob will unleash Bad Breath or Putrid Breath one after another in a chain, repeatedly, disastrously inflicting the party with Disease, Slow, Immobilize, Disable, Blind, Poison, Oil, and Sap. This is, if it needs to be indicated, *very bad*, and cannot be fully guarded against without the Ribbon accessory (available from the Phon Coast Hunt Club, Henne Mines, Pharos – Subterra, and from the ultra-rare Lv.99 Red Chocobo who can spawn in Ozmone Plain). If you manage to farm up two or three Ribbons, disregard any mention here about these battles being difficult. Wipe out all the minor Malboros ASAP and focus on the gigantic one with whatever it takes—Scathe spells and Scathe Motes, Quickening chain Concurrence effects, Esper ultimate technicks, anything strong and area of effect. Go full-blast immediately with all characters and push all the small Malboros down. If using Quickening chains or Esper ultimate technicks, keep in mind that this is basically the same stage twice, and pace your Mist Charges expenditure.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
61	Time Bolts, Red Cap	Baknamy (Sword) x2	Standard	10017	—
		Baknamy (Gun) x3	Standard	8228	—
		Baknamy x3	Standard	10017	—
62	Brigandine, Nishijin Belt, Blazer Gloves, Thundara	Vorpal Bunny	Mark	26620	—
		(Optional) Biding Mantis	Trophy Rare Game	51471	Steal: Orochi, Zodiac Spear
		(Optional) Vampyr	Standard	7446	—
63	Darkra, Mage's Hat	Fury	Boss	38830	Drop: Dark Matter
		Vorpal Bunny	Mark	36228	Drop: Dark Matter
		Wyrdhare	Standard	27072	Drop: Dark Matter
		Ozmone Hare	Standard	30534	Drop: Dark Matter
		Mu	Standard	33748	Steal: Cat-ear Hood
64	Quasimodo Boots, Berserker Bracers	Humbaba Mistant x2	Boss	70320	Steal: Ultima Blade, Excalibur
		(Optional) Vorres	Trophy Rare Game	41712	Steal: Elixir
65	Mage's Habit, Windslicer Shot	Deathgaze	Mark	54880	Steal: Tourmaline Ring, Genji Shield, Aegis Shield
		Vyraal x2	Mark	44880	Steal: Demon Shield; Poach: Dragon Shield
66	Burgonet, Berserk	Saloon Steward	Ally	64288	Steal: Amber Armlet, Whale Whisker
		Bangaa Pugilist x5	Ally	21710	—
67	Stink Bombs, Shielded Armor	Shield Wyrm	Standard	47712	Steal: Ring of Renewal
		Dheed	Trophy Rare Game	71568	Steal: Diamond Armlet, Cloud Staff, Castellanos
68	Flame Shield, Judicer's Staff; without Armlet: Elixir	Exodus	Esper	76430	Steal: Elixir, Rod of Faith, Golden Skullcap
		(Optional) Golem x2	Standard	48622	Drop: Dark Matter
69	Blizzara, Winged Boots	Wild Malboro	Mark	73129	Steal: Volcano
		(Optional) Cassie x4	Standard	18678	Drop: Dark Matter
		(Optional) Spee	Rare Game	22222	Drop: Cat-ear Hood, Elixir, Dark Matter
70	Empyrean Rod, Sash	Carrot	Elite Mark	81396	Steal: Nihopalaoa
		(Optional) Vivian x4	Standard	18678	Drop: Dark Matter
		(Optional) Crypt Bunny	Rare Game	33333	Drop: Cat-ear Hood, Elixir, Dark Matter
		(Ally) Krjn	Ally	14685	—

Reward-7000 gil, Hi-Ether x10, Serum x15

Stages 71-80

This set of Stages is a clear test of elemental mettle in Pharos-like settings against the gnarliest incarnations of Elementals in all of Ivalice. The attendant minor Elementals in each stage will spam Silencega and middle-tier elemental nukes on your whole party, while the swelling Entite creatures unleash the most powerful elemental magicks. Reflect won't help you—Elementals getting their school of magick reflected back onto them will simply be healed—but Shellga and Faith will. Maximizing your chance of success involves collecting various elemental resistance/absorption gear to swap between (**a table early in this chapter displays this equipment**). Do this, and you'll go most of the way toward streamlining these battles. If you don't have enough pieces of resistance gear on a given floor to afford some measure of protection to the whole party, you might also consider spending Mist Charges on an Esper summon who will absorb the spells of whichever Entite you're fighting (for example, Hashmal will soak up Gnoma Entite and Earth Elemental magicks, or Belias will soak up Salamand Entite and Fire Elemental casts). Then just make sure the summoner is equipped with resistant gear, and focus on keeping the Esper up and running while it spews counter-technicks and magicks at the Elemental horde.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
71	Curaga, Headband	Krjn	Ally	82005	Steal: Artemis Arrows, Sagittarius, Dhanusha
		Viera Hunter x5	Ally	42490	—
72	Jujitsu Gi, Francisca	Diabolos	Mark	57675	Steal: Power Armlet, Dragon Whisker, Vrsabha
		Avenger	Trophy Rare Game	83250	Steal: Argyle Armlet, Muramasa, Masamune
		Overlord	Mark	74095	Steal: Blazer Gloves, Zwill Crossblade, Shikari Nagasa
73	Lamia's Tiara, Bio	Salamand Entite	Standard	53590	Steal: Elixir
		Fire Elemental x4	Standard	26820	—
74	Aldebaran, Enchanter's Habit	Mardu Entite	Standard	53590	Steal: Elixir
		Storm Elemental x4	Standard	26820	—
75	Close Helm, Berserker Bracers	Leshach Entite	Standard	53590	Steal: Elixir
		Ice Elemental x4	Standard	26820	—
76	Demon Mail, Vanishga	Gnoma Entite	Standard	53590	Steal: Elixir
		Earth Elemental x4	Standard	26820	—
77	Golden Amulet, Diamond Shield	Undin Entite	Standard	53590	Steal: Elixir
		Water Elemental x4	Standard	26820	—
78	Pheasant Netsuke, Ruby Ring	Sylphi Entite	Standard	53590	Steal: Elixir
		Air Elemental x4	Standard	26820	—
79	Battle Harness, Opal Ring	Luxollid	Rare Game	68480	Steal: Dark Matter
		Daikon Entite x2	Standard	53710	—
80	Sage's Ring, Aeroga	Vagrant Soul	Rare Game	68480	Steal: Dark Matter
		Leamonde Entite x2	Standard	53710	—

Reward-8000 gil, Elixir x3, Bubble Mote x2

Stages 81-90

More Espers impose field restrictions here. Zeromus cuts off magicks on Stage 81, and Chaos cuts off standard attacks on Stage 84. In both stages, the Espers are accompanied by many minor enemies, who can pile up and create a lethal distraction. Keeping surrounding hordes at bay is the top priority, while also working around the limitations imposed by the restriction. In both cases, the crucial usefulness of disposable magick mote items is demonstrated. Very hard fights become fairly pedestrian, as long as you're willing to make it rain with motes. Along these Esper battles is a trio of fights against absolutely hulking groups of fierce monsters, from a swarm of upright Behemoth-types, to a group of spectral, otherworldly creatures from The Great Crystal, finally to a terrifying group of Tyrant type bosses. These are followed by another overwhelming-style fight against Reddas's old sky pirate crew, eight strong. These fights against squads of overpowering physical threats highlight more than any Stages before how useful Reverse and Decoy are on a sturdy ally. Reddas's pirate crew in particular will shred parties who aren't ready to deflect or mitigate huge, Omega-like damage output.

The last few Stages then focus on towering individual threats, some of the game's strongest marks. These enemies are as fearsome as their normal versions, but have considerably less HP. Hell Wyrm (who is basically a warm-up for Yiazmat) has 1.326 million HP, way down from about 9 million HP as an optional boss alongside the main adventure. Fafnir is reduced to 622,840 HP (from 1.39 million), and Behemoth King is reduced to 751,545 HP (from 1.68 million). This gauntlet of superbosses toward the end of Trial Mode is grueling, but it's not as grueling as it could be. Again, Reverse and Decoy go most of the way toward making these brutes manageable. In between the brute Stages, Stage 88's undead horde gives you a chance to Steal the ultimate dagger, Mina, from a hidden ghost, Evil Spirit. Don't pass this up, since Mina's location in the normal game is in The Great Crystal, from the egregiously rare monster Larva Eater.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
81 - Magicks Disabled	Halberd, Pirate Hat	Zeromus	Esper	86924	Steal: Elixir, Circlet
		(Optional) Dark Lord	Standard	15262	—
82	Penetrator Crossbow, Viking Coat, Steel Poleyns	High Reaver x2	Standard	44234	—
		Reaver x3	Standard	31671	—
		(Optional) Crystal Knight	Trophy Rare Game	51838	Steal: Euclid's Sextant, Golden Skullcap
83	Sorcerer's Hat, Doom Mace, Magick Gloves	Giruveganus x3	Standard	114000	—
84 - Attacks Disabled	Agate Ring, Sorcerer's Habit, Esuna	Chaos	Esper	117150	Steal: Elixir, Glimmering Robes, Sage's Ring
		Wind/Earth/Fire/Water Chaosjet	Standard	26700	Steal: Elixir (Wind/Fire Chaosjets)
85	Bowline Sash, Orichalcum Dirk, Bone Helm	Pylraster	Mark	129740	Steal: Renewing Morion, Brave Suit
		Abelisk	Trophy Rare Game	66600	Steal: Maximillian
		Terror Tyrant	Trophy Rare Game	78980	Steal: Magepower Shishak
86	Bone Mail, Burning Bow, Cat-ear Hood	Rikken	Ally	133550	Steal: Durandal, Simha
		Elza	Ally	78360	Steal: Fomalhaut, Mithuna
		Pirate x6	Ally	29610	Steal: Onion Shot; Poach: Onion Shot
87	Darkga, Platinum Shield, Power Armlet, Fuzzy Miter	Hell Wyrm	Boss	1326600	Steal: Jade Collar, Excalibur
88	Zephyr Pole, Winged Boots, Turtleshell Choker	Disma	Trophy Rare Game	100598	Steal: Demon Shield, Aegis Shield, Ensanguined Shield
		(Optional) Forbidden	Standard	23430	—
		(Optional) Evil Spirit	Rare Game	72894	Steal: Demon Shield, Sage's Ring, Mina; Drop: Elixir, Dark Matter
89	Yakei, Firefly	Fafnir	Mark	622840	Steal: Elixir, Grand Helm; Poach: Grand Armor
90	Runeblade, Hermes Sandals	Behemoth King	Elite Mark	751545	Steal: Grand Helm, Grand Armor

Reward-9000 gil, Megalixir x2, Remedy x15

Stages 91-100

Beware the diabolical Magick Pot in Stage 91, which is absurdly dangerous if you attack it like any other monster, but it is docile and agreeable if you feed it an Elixir before attacking. You must also be respectful of the Red Chocobo trio, who have equally high-octane offense and stats to match. In between those fights, the Shadowseer returns. Here, instead of summoning powerful helpers one after another, Shadowseer calls forth the Pharos guardians all at once! After the Red Chocobo trio comes Gilgamesh, as during the Gilgamesh clan hunt, you won't want to miss Stealing from him and his hound, Enkidu. The Esper battle that follows on Stage 95, against saintly Ultima, is challenging both because of the Esper's powerful holy assault and the stage's rotating field restriction. Alternatively, different abilities will be disabled, or either HP or MP will be rapidly sapped from everyone.

Holy Esper Ultima is followed by dark Esper Zodiark a couple Stages later, with an Abysteel interlude between them. As when approaching Zodiark in the normal game, you should consider preparing toward the end of Stage 96 by having only one character in the active party, equipped with dark-absorbing gear. Zodiark always begins fights with Darkja, and one person eating it is better than three. Swap everyone in right after Zodiark fires this first salvo.

The gauntlet of fights starting with Zodiark is intense, to put it lightly. The ultimate Esper, Zodiark, leads to the ultimate mark, Yiazmat. Endure through Yiazmat, and it's time for the ultimate monster, Omega Mark XII. Ultima and Zodiark have just a small reduction of HP from their normal game versions. Yiazmat has a *tremendous* reduction in its HP, down to under four million HP, way down from about *fifty* million. So if you saw Yiazmat on the Stage list and got worried about time, don't be, since this version falls far quicker. But, giant mimic legs girding the penultimate Stage, Omega Mark XII is the same hyper-lethal monster as in The Great Crystal.

The challenge of Omega Mark XII here, besides the laser death it outputs regularly, is that Reverse is tremendously helpful for surviving Omega's attacks consistently, but you really do not want to *finish* Omega Mark XII with Reverse status active on anyone if you can help it.

Stage	Exceptional Treasure (Diamond Armlet required unless noted)	Target	Class	HP	Exceptional Spoils
91 - Technicks Disabled	Icecloud Arrows, Ruby Ring, Sash, Goggle Mask	Magick Pot	???	30000	—
		(Optional) Hecteyes	Standard	26806	Drop: Dark Matter
92	Sapping Bolts, Metal Jerkin, Opal Ring	Shadowseer	Elite Mark	176605	Steal: Elixir
		Fenrir	Boss	119490	—
		Slyt	Boss	90003	—
		Pandaemonium	Boss	101040	—
		Phoenix	Boss	69960	—
93	Dark Shot, Black Cowl; without Armlet: Elixir	Lv.99 Red Chocobo x3	Rare Spawn	67700	Steal: Elixir, Megalixir, Ribbon
94	Water Bombs, Black Garb, Sage's Ring	Gilgamesh	Elite Mark	823246	Steal: Masamune, Kumbha, Wyrmhero Blade
		Enkidu	Loyal Hound	280162	Steal: Genji Helm, Genji Shield, Genji Armor
95 - Rotating Restriction	—	Ultima	Esper	217200	Steal: White Mask, White Robes, Lordly Robes
96	Diamond Helm, Diamond Armor	Abysteel (many)	Standard	20894	—
		(Optional) Glaring Eye	Rare Spawn	175195	Steal: Dark Matter; Poach: Dark Matter; Drop: Elixir, Dark Matter
97	Hermes Sandals, Turtleshell Choker, Firefly, Dragon Shield	Zodiark	Esper	247200	Steal: Black Mask, Black Robes, Lordly Robes
98	—	Yiazmat	Elite Mark	3777216	Steal: Yagyu Darkblade, Mesa
99	Elixir, Megalixir	Omega Mark XII	Boss	1037069	Steal: Bonebreaker, Ribbon, Excalibur
100	Cameo Belt, Jade Collar, Ribbon; without Armlet: Elixir	Gabranth	Imperial	343243	Steal: Tournesol
		Judge Ghis	Imperial	123244	Steal: Circlet
		Judge Bergan	Imperial	382348	Steal: Genji Gloves
		Judge Drace	Imperial	224843	Steal: Megalixir
		Judge Zargabaath	Imperial	194543	Steal: Grand Armor

Stage 100: Imperial Court

A dreadful sight unknown in the normal game, all five Judge Magisters of Archades assembled to bring the insurgency down. The game's most challenging battle isn't the endurance test of Hell Wyrm or Yiazmat, but more like the challenge of staying alive against Omega Mark XII or Reddas's Stage 86 pirate crew.

The Judges have Gabranth and Bergan as the frontline, and Ghis, Drace, and Zargabaath as support. They are all capable of Potion healing except Bergan. Ghis is the main enfeebler. Drace serves as the party's primary buffer, also throwing in some nukes. Zargabaath also uses enhancing magick on the Judges, and will aggressively heal Gabranth.

If you attempt to use Reverse against them, all the Judges except Bergan will bombard the Reverse tank with Elixirs and X-Potions, making comically short work of that strategy. This is vexing since Reverse is great against Omega Mark XII, the previous opponent. Part of the difficulty of the Judge fight is making a smooth hand-off from the end of Stage 99, finishing off Omega in its last-gasp desperation without limping before the Judges with Reverse still active and resources heavily taxed. Instead of Reverse, you want the best armor you can get and Bubble active. The magick, not the Belt—you'll need accessory slots for Nihopalaoa.

Nihopalaoa turns status-restoring items into their opposite, so Serums become Disease, Prince's Kiss causes Sleep, and Remedy causes, well, everything. That's vital here, because most of the Judges have important status weaknesses. When enfeebling Judges with items, if you have two or three Nihopalaoa, equip them on everyone and have each party member enfeeble a different Judge at once. This makes victory much more likely than if you have to rely on one Nihopalaoa-user to spend turn after turn trying to hamper Judges. Besides Ghis, the Judges most tamable with different ailments are Zargabaath, who is susceptible to Sleep, Bergan, who can be Confused, and Drace, who can be Immobilized. Gabranth is mostly immune to status effects, so you'll just have to deal with him.

Ghis has the lowest HP, inflicts dangerous status effects on the party, and can cast Dispelga, so he should be the first priority. Taking out Ghis while surviving the Judges' first contact with the party is the real test of the battle. When all the Judges are still alive, inflicting Disease on the current target is important because otherwise they'll heal each other. Throw a Serum or Remedy on Ghis with Nihopalaoa equipped, then dogpile him with everything you've got (Meterorite (B) will also inflict Disease). If you have Mist Charges to spare, you may consider unleashing Zodiark's Final Eclipse, or the best Quickening chain you can muster, or both. If you want to reload Zodiark for one summoner, feed them an Elixir. To reload everyone's Mist Charges for Quickening chains, use a Megalixir.

When Judge Ghis is down, the Judges lose their main Reverse Elixir-bomber—Gabranth and Zargabaath will use Elixirs on each other, but not on your party members, Drace uses Potions, and Bergan doesn't use items at all. Immobilize Drace (Nihopalaoa plus Remedy) and pull the battle away from her. If she's in range, she'll buff other Judges with protective "-ga" magicks, and can use offensive magick to nuke the party. Far away from Drace, inflict Disease on Bergan with Meteorite (B) or an inverted Serum or Remedy, then go full steam again to knock him out. The Wither technick can be used repeatedly on Bergan (and